MARVEL COMICS

THE OFFICIAL MARVEL® FAN MAGAZINE!

MARVEL AGE

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- SPIDER-MAN, GROO AND KA-ZAR GRAPHIC NOVELS!
- LEGION OF THE NIGHT—A MONSTER REVIVAL

PLUS: TERRY SHOEMAKER INTERVIEWED

BEHOLD!! THE ULTIMATE COSMIC ODYSSEY—

THANOS QUEST!

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SALICRUP'S SECTION

Before we get to the 1990 MARVEL AGE Summer Annuals Report Card, I wanted to remind you to vote in the Comics Buyer's Guide Fan Awards for 1989. That's what I wanted to do, but it's too late, the deadline to get ballots in was June 16. Well, thanks again to everyone who voted MARVEL AGE MAGAZINE the favorite publication about comics. If we don't win again, hey, it was fun while it lasted! And if we do win again, don't worry you'll hear about it. Modesty thy name ain't Marvel.

Back to the main event, the 1990 MARVEL AGE Summer Annuals Report Card! Here's how it works, just grade the Marvel Summer Annuals in the conveniently provided report card printed below (or on a reasonable facsimile thereof) and send it to us. We'll print the results and in a random drawing award a surprise prize to a lucky Annual grader. So what are you waiting for? It's time to get judgemental!

1990 MARVEL AGE® SUMMER ANNUALS REPORT CARD

	OUTSTANDING	GOOD	FAIR	POOR	AWFUL
SILVER SURFER ANNUAL #3					
IRON MAN ANNUAL #11					
X-MEN ANNUAL #14					
AMAZING SPIDER-MAN ANNUAL #24					
THE PUNISHER ANNUAL #3					
SPECTACULAR SPIDER-MAN ANNUAL #10					
DAREDEVIL ANNUAL #6					
ALF ANNUAL #3					
THE AVENGERS ANNUAL #19					
THE NEW MUTANTS ANNUAL #5					
X-FACTOR ANNUAL #5					
WEB OF SPIDER-MAN ANNUAL #6					
WEST COAST AVENGERS ANNUAL #5					
THOR ANNUAL #15					
FANTASTIC FOUR ANNUAL #23					
WOLVERINE ANNUAL #2					

Wasn't that fun? And speaking of fun, let's hear it for Chris J. Holt, the winner of our very first Summer Annuals random drawing. We're sending Chris MARVEL MASTERWORKS Volume 10, which in addition to featuring a year's worth of AMAZING SPIDER-MAN issues by Stan (the man) Lee and Steve Ditko, it re-presents the very first Spidey Annual. But that's not all, this wonderful book will actually be autographed by our very own MARVEL AGE MAGAZINE contributor, Stan Lee. Isn't life great?

Well, not always. Take the last issue for example. Somehow we ran the numbers to the 1990 Annuals with the results to the 1989 Annuals. We don't have a clue as to how it happened, but we're sure we listed the right number to this year's DAREDEVIL ANNUAL, even if it's not the same one on this year's DAREDEVIL ANNUAL. Confused? Welcome to the Marvel Universe.

—Jim Salicrup

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Here's a complete checklist of what's happening in all the Marvel, Epic, and Marvel U.K. titles shipping in July.

Titles Shipping July 3 — On Sale July 24

☐ **THE AVENGERS #322**—Will the Atlanteans succeed in detonating the U.S. Navy submarine's nuclear warheads? The answer revealed! By **Fabian Nicieza, Paul Ryan** and **Tom Palmer.** Biweekly. $1.00.

☐ **AVENGERS WEST COAST #62**—The stunning conclusion to the Immortus saga! By **Roy Thomas, Paul Ryan,** and **Danny Bulanadi.** $1.00.

☐ **SHE-HULK** #19—Introducing. . .**Nosferata the She-Bat** and her sidekick, **Pidge!** By **Steve Gerber, Bryan Hitch** and **Jim Sanders.** Mando Offset paper. Direct Sales only. $1.50.

☐ **CAMP CANDY** #5—Camp Candy holds a beauty pageant. Wait'll you see who wins! By **Angelo DeCesare, Howard Post,** and **Jacqueline Roettcher.** $1.00.

☐ **CAPTAIN AMERICA** #376—"Streets of Poison" Part 5 by **Mark Gruenwald, Ron Lim,** and **Danny Bulanadi.** And **Battle Star** versus the **Power Broker** and the **Power Tools** by **Mark Gruenwald, Mark Bagley,** and **Ron Hudson.** $1.00.

☐ **DAREDEVIL** #284—It's an issue full of surprises! And more than one of them could prove fatal for **Daredevil!** By **Ann Nocenti, John Romita, Jr.,** and **Al Williamson.** $1.00.

☐ **THE PUNISHER** #38—**The Punisher** versus **Jigsaw.** Guess who wins? By **Mike Baron, Bill Reinhold,** and **Mark Farmer.** Biweekly. $1.00.

☐ **NAMOR THE SUB-MARINER** #6—**Namor** faces an incredible environmental horror that consumes everything in its path—including **Namorita!** By **John Byrne.** $1.00.

☐ **STEELTOWN ROCKERS Limited Series** #6—The spectacular final issue!! By **Elaine Lee** and **Steve Leialoha.** $1.00.

☐ **WEB OF SPIDER-MAN** #68—The shocking showdown between **Spidey** and **Tombstone.** By **Gerry Conway, Alex Saviuk** and **Keith Williams.** $1.00.

☐ **BLACK KNIGHT Limited Series** #4—**Morgan Le Fey, Modred,** and the dread **Fomar** launch their mystical plot! How can the **Black Knight** stop them? By **Roy Thomas, Rich Buckler,** and **Tony DeZuniga.** Mando Offset paper. Direct Sales only. $1.50.

☐ **X-MEN** #267—**Storm** and **Nanny** and **Val Cooper** and **Mystique**—the final, fatal confrontations! By **Chris Claremont, Bill Jaaska** and **Joe Rubinstein.** Biweekly. $1.00.

☐ **POWER PACK** #58—It's the wildest match-up of the month, **Franklin** against. . .**Galactus!** By **Mike Higgins** and **Tom Morgan.** Mando Offset paper. Direct Sales only. $1.50.

☐ **STALKERS** #6—A Sleeper falls in love and a conspiracy unfolds! By **Jan Strnad, Val Mayerik, Mark Verheiden,** and **Mark Texeira.** Mando Offset paper. $1.50.

☐ **EXCALIBUR** #27—**Franklin Richards** from **Phoenix's** future visits **Excalibur.** But is it really **Franklin?** By **Michael Higgins, Ron Lim,** and **Joe Rubinstein.**. Mando Offset paper. Biweekly. $1.75

☐ **ELSEWHERE PRINCE Limited Series** #5—The **Artist** fights the **Jouk**—with devastating consequences! By **Moebius, RJM Lofficier,** and **Eric Shanower.** An Epic comic. Coated Offset paper. Direct Sales only. $1.95.

☐ **CAPTAIN AMERICA ANNUAL** #9—**Captain America** battles **Iron Man** as the Terminus Factor continues from Avengers and **Jim Valentino.** 64 pages. $2.00.

☐ **STRIP** #13 — An anthology of stunning fantasy and science-fiction tales from top British talent. A Marvel U.K. comic. 48 pages. Direct Sales only. For Mature Readers. Biweekly. $2.50.

☐ **BLACK PANTHER Limited Series** #1—A Mysterious man puts himself through severe physical changes in order to fight the **Panther.** Meanwhile, the Panther discovers drug smuggling in his vibranium mines. By **Don McGregor** and **Dwayne Turner.** Bookshelf Format. 48 Pages. $3.95.

☐ **THE THANOS QUEST Limited Series** #1—**Thanos** embarks on the ultimate quest of love and all-consuming destruction! By **Jim Starlin, Ron Lim, John Beatty** and cover painting by **Jim Starlin.** Painted interior pages by **Tom Vincent. Jim Starlin.** Bookshelf Format. 48 pages. Direct Sales only. $4.50.

☐ **X-FACTOR ANNUAL** #1—The Beast falls in love. The consequences could destroy his soul! By **Jim Starlin** and **Jackson Guice.** Bookshelf Format Graphic Novel. 48 pages. $4.95.

☐ **WOLVERINE/NICK FURY: THE SCORPIO CONNECTION Graphic Novel.** Re-presenting, in a softcover format, the acclaimed saga of **Nick Fury** and **Wolverine** on a quest to stop the new **Scorpio**—Unaware of who he really is! By **Archie Goodwin** and **Howard Chaykin.** 64 pages. $12.95.

Titles Shipping July 10
On Sale July 31

☐ **ALF** #33—ALF teaches the **Tanner** family how to play "Dungeons and Dungeons"—with surprising results! By **Michael Gallagher, Dave Manak,** and **Marie Severin** $1.00.

☐ **AMAZING SPIDER-MAN** #338—**Spidey** takes on all of the **Sinister Six** at once! By **David Michelinie, Erik Larsen** and **Mike Machlan.** Biweekly. $1.00.

☐ **AVENGERS SPOTLIGHT** #36—What has happened to **Gilgamesh** since last we heard from him? By **Danny Fingeroth, Jim Valentino,** and **Jeff Albrecht.** Direct Sales Only. $1.00.

☐ **BRUTE FORCE Limited Series #2 — Brute Force** versus **Heavy Metal**, with the fate of the environment in the balance! By **Simon Furman, Jose Delbo**, and **Mike DeCarlo**. $1.00.

☐ **GROO THE WANDERER #69—Groo** idiotically outdoes himself this time! By **Sergio Aragonés** and **Mark Evanier**. An Epic comic. $1.00.

☐ **HEATHCLIFF #51—Heathcliff** creates animal kingdom chaos when he enters the **Animal Olympics**. By **Angelo DeCesare, Howard Post**, and **Jacqueline Roettcher**. $1.00.

☐ **THE NEW MUTANTS #93 — The New Mutants** are trapped in Madripoor and about to become the victims of **General Coy**'s deadly experiments! By **Louise Simonson, Rob Liefeld** and **Hilary Barta**. $1.00.

☐ **NTH MAN #16—This is it!** The fantastic last issue, featuring the final confrontation between **Alfie** and the **Nth Man**. By **Larry Hama, Ron Wagner** and **Fred Fredericks**. $1.00.

☐ **QUASAR #14—Quasar** sets out to free the **Squadron Supreme** from the Stranger! By **Mark Gruenwald** and **Mike Manley**. Cover by **Todd McFarlane**. $1.00.

☐ **ROBOCOP 2 #2—Robocop** is rebuilt. But he's not the same! Movie adapted by **Alan Grant, Mark Bagley** and **Tony DeZuniga**. Biweekly. $1.00.

☐ **THOR #422—Thor** confronts the **High Evolutionary** and his latest, most amazing creations! By **Tom DeFalco, Ron Frenz**, and **Joe Sinnott**. Plus: the secret of the Endless Circle revealed! By **Tom DeFalco, Gary Hartle**, and **Mike DeCarlo**. $1.00.

☐ **MARVEL COMICS PRESENTS #58—Mimic** versus the **Hulk**! By **Michael Higgins** and **Dave Rose**. Jack Russell becomes an astonishingly different **Werewolf-by-Night**. By **Len Kaminski, James Fry**, and **Brad Joyce**. **Sub-Mariner** versus horrifying sea monsters! By **Robert Denatale, Mike Collins**, and **Mark Farmer**. And **Iron Man** fights for his life against a master criminal. By **Steve Ditko, Hollis Bright**, and **Chris Ivy**. 32 pages. Biweekly. $1.25.

☐ **ALPHA FLIGHT #88—The** rebuilding of **Alpha Flight** continues! Guest-starring **Wolverine**. And featuring the shocking return of the most requested Alpha villain!! By **Fabian Nicieza, Mike Bair**, and **Mike Manley**. Cover by **Jim Lee**. Mando Offset paper. Direct Sales only. $1.50.

☐ **GHOST RIDER #5—The Ghost Rider** and the **Punisher** take on **Flag Smasher**! By **Howard Mackie, Javier Saltares**, and **Mark Texeira**. Mando Offset paper. $1.50.

☐ **TOMORROW KNIGHTS #3—The Tomorrow Knights**—traitors? By **Rod Whigham** and **Roy Richardson**. An Epic comic. Biweekly. Mando Offset paper. Direct Sales only. For Mature readers. $1.50.

☐ **IRON MAN ANNUAL #11—The** mystery of the **Terminus** factor continues! And more! By **Roy Thomas, Tom Morgan** and **Randy Emberlin**. 64 pages. $2.00.

☐ **SAVAGE SWORD OF CONAN #177—Conan** stars in the haunting "Well of Whispers" by **Chuck Dixon, Luke McDonnell**, and **Tony DeZuniga**. **King Kull** faces a deadly nightmare in "Ties That Bind" by **Renée Witterstaetter** and **Ernie Chan**. **Red Sonja** stars in "Chains" by **Sue Flaxman** and **Gavin Curtis**. And **Steve Carr** and **Al Williamson** offer a special **King Kull** portfolio. 64 pages. A Marvel black and white magazine. $2.25.

A Limited Series is a title which will only run for a specific number of issues.
A Graphic Novel is an 8 ½" x 11" paperback edition.
A Trade Paperback is a 7" x 10" paperback edition.
A Bookshelf Format is a 6⅝" x 10" high quality, square-bound edition.
A Direct Sales title is available only at selected outlets.
Shipping Date refers to when the comics leave the printer.

☐ **WOLVERINE #30—Wolverine** and **Karma** uncover the shocking secret of the Lazarus Project! By **Jo Duffy, Barry Kitson**, and **Joe Rubinstein**. **Mando Offset paper. Biweekly. $1.75.**

☐ **THE PUNISHER MAGAZINE #14—**Re-presenting from THE PUNISHER WAR JOURNAL #1 "Sunday in the Park" by **Carl Potts** and **Jim Lee**. And from PUNISHER ANNUAL #1 "Three Hearts" by **Roger Salick** and **Mike Vosberg**. A Marvel black and white magazine. 64 pages. $2.25.

☐ **DARK MAN Movie Special—**The stunning adaptation of the hit horror movie! By **Ralph Macchio, Bob Hall**, and **Mark Texeira**. A Marvel black and white magazine. 64 pages. $2.50.

☐ **STRIP #12—**More hit stories from the best comic book talent in Britain. A Marvel U.K. comic. 48 pages. Direct Sales only. Biweekly. $2.50.

☐ **MARVEL SUPER HEROES #3—Captain America** and **Dominic Fortune** by **Danny Fingeroth, Mark Bagley**, and **Tony DeZuniga**. **Captain Marvel** by **Peter Gillis, Jerry Bingham** and **Bruce Patterson**. The **Wasp** by **Dwight Jon Zimmerman** and **Amanda Conner**. The **Hulk** by **Hollis Bright, Steve Ditko** and **Marshall Rogers**. **Speedball** by **Danny Fingeroth** and **Rod Ramos**. And the **Blue Shield** by **Len Kaminski** and **Greg Capullo**. 80 pages. $2.95.

☐ **HARVEY KURTZMAN'S STRANGE ADVENTURES—**Zany new super hero parodies written by **Harvey Kurtzman**, the creator of MAD MAGAZINE. Illustrated by **Sergio Aragonés, Dave Gibbons, Moebius**, and more! A Marvel hardcover. 80 pages. Direct Sales only. $12.95

Titles Shipping July 17
On Sale August 7

☐ **THE AVENGERS #323—**The nuclear bombs explode! By **Fabian Nicieza, Rik Levins** and **Tom Palmer**. $1.00.

☐ **CAPTAIN AMERICA #377—**The brutal conclusion to "Streets of Poison!" By **Mark Gruenwald, Ron Lim** and **Danny Bulanadi**. Plus **Battle Star** versus the **Power Broker** by **Mark Gruenwald, Mark Bagley**, and **Don Hudson**. $1.00.

☐ **CONAN THE BARBARIAN #236—**Conan in chains! By **Michael Higgins, Rodney Ramos**, and **Dan Adkins**. $1.00.

☐ **G.I. JOE #104—Snake-Eyes** unleashed in **Borovia**! Chronicling the end of communism in a satellite country. By **Larry Hama, Mark Bright**, and **Randy Emberlin**.

☐ **GUARDIANS OF THE GALAXY #4—**Enter. . .**Firelord**! By **Jim Valentino** and **Steve Montano**. $1.00.

☐ **SILVER SURFER** #41—The **Silver Surfer** sells out. . .or at least he tries to! By **Jim Starlin, Ron Lim**, and **Tom Christopher**. $1.00.

☐ **THE INCREDIBLE HULK** #373—The manhunt for the **Hulk** takes an astonishing turn! By **Peter David, Dale Keown**, and **Bob McLeod**. $1.00.

☐ **MARVEL TALES** #241—Re-presenting from MARVEL TEAM-UP #124, **Spidey's** classic match-up with the **Beast**! By **J.M. DeMatteis** and **Kerry Gammill**. Cover by **Marshall Rogers**. $1.00.

☐ **THE PUNISHER** #39—The Rev captures the woman the **Punisher** loves! By **Mike Baron** and **Jim Sherman**. $1.00.

☐ **X-MEN** #268—**Wolverine, Captain America** and the **Black Widow**—and wait'll you see why they team up! By **Chris Claremont, Jim Lee** and **Scott Williams**. $1.00.

☐ **WHAT IF. . .?** #17—"What if **Kraven** Killed **Spider-Man**?" by **Richard Howell** and **Marie Severin**. 32 pages. $1.25.

☐ **HERO Limited Series** #5—**Cody** learns the real meaning of heroism! By **David Michelinie, Richard Howell**, and **Sam de la Rosa**. Mando Offset paper. $1.50.

☐ **ROBOCOP** #7—Dinosaurs run amok! By **Alan Grant, Lee Sullivan**, and **Kim DeMulder**. Mando Offset paper. $1.50.

☐ **DOCTOR WHO** #163—The latest news! An interview with **Elisabeth (Sarah Jane Smith) Sladen**. And more! A Marvel U.K. black and white magazine. 64 pages. Direct Sales only. **$2.95.**

☐ **SHIELD** #15—**Nick Fury** and the **Fantastic Four** against an astonishing new menace! Part 1 of 5 by **D.G. Chichester, Keith Pollard**, and **Kim DeMulder**. Mando Offset paper. Direct Sales only. $1.50.

☐ **EXCALIBUR** #28—**Captain Britain** and **Meggan** go out for a night on the town—and then the trouble starts! By **Terry Austin** and **Colleen Doran**. Mando Offset paper. $1.75.

☐ **SPIDER-MAN** #2—**Spidey's** quest to stop the **Lizard** takes a terrifying turn! By **Todd McFarlane**. Mando Offset paper. $1.75.

☐ **THOR ANNUAL** #15—"The Terminus Factor" continues. By **Roy Thomas** and **Herb Trimpe**. Plus the **Warriors Three** against the **Thermal Man**! By **Randall Frenz, Gary Hartle** and **Mike DeCarlo**. 64 pages. $2.00

☐ **NIGHTBREED** #5—A shocker—guaranteed! By **D.G. Chichester** and **Jim Balkie**. An Epic comic. Coated Offset paper. Direct Sales only. For Mature Readers. $2.25.

☐ **MARVEL AGE MAGAZINE** #92—**John Byrne** and **John Romita, Jr.** interviewed for **Iron Man's** Armor Wars II, plus articles on the **Punisher** Graphic Novel, **Darkman, Nomad**, and a special **Mighty Mouse Preview**. Plus a Mutant Report listing every mutant in the Marvel Universe! $1.00.

☐ **DEATHLOK Limited Series** #3—**Deathlok** takes on his former masters! The result is explosive! By **Dwayne McDuffie, Gregory Wright, Denys Cowan** and **Rick Magyar**. Bookshelf Format. 48 pages. Direct Sales only. $3.95.

☐ **LIFE OF GROO Graphic Novel**—The dread secrets of **Groo's** birth and early life revealed! By **Sergio Aragonés** and **Mark Evanier**. An Epic Graphic Novel. 64 pages. $9.95.

Titles Shipping July 24
On Sale August 14

☐ **FANTASTIC FOUR** #344—The **Fantastic Four**, trapped in prehistoric times, battle their most amazing foes! By **Walter Simonson**. $1.00.

☐ **AMAZING SPIDER-MAN** #339—**Spidey** versus **Doc Ock** and **Mary Jane** versus **Jonathan Caesar**—the final chapter! By **David Michelinie, Erik Larsen**, and **Al Gordon**. $1.00.

☐ **COUNT DUCKULA** #13—Contaminated vegetables transform Count Duckula into something really strange! By **Michael Gallagher, Rusty Haller**, and **Jacqueline Roettcher**. $1.00.

☐ **IRON MAN** #260—**Iron Man** alone against his greatest foe yet! By **John Byrne, John Romita, Jr.**, and **Bob Wiacek**. $1.00.

☐ **THE NEW WARRIORS** #3—The **New Warriors** versus the **Mad Thinker** and **Primus!** By **Fabian Nicieza, Mark Bagley**, and **Larry Mahlstadt**. Cover by **Bagley** and **Jackson Guice**. $1.00.

☐ **ROBOCOP 2** #3—**OCP's** battle against **Robocop** takes a terrifying turn! By **Alan Grant, Mark Bagley** and **Tony DeZuniga**. $1.00.

☐ **SPECTACULAR SPIDER-MAN** #168—**Spidey** hasn't seen the last of the **Avengers** yet! **Gerry Conway** and **Sal Buscema**. $1.00.

☐ **THOR** #423—The **High Evolutionary**—betrayed! By **Tom DeFalco, Ron Frenz**, and **Joe Sinnott**. Plus **Ymir** launches his attack against Asgard by **Tom DeFalco, Gary Hartle** and **Mike DeCarlo**. $1.00.

☐ **THE TRANSFORMERS** #70—The **Autobot**—wrecking return of **Megatron!** By **Simon Furman, Wildman**, and **Dan DeCarlo**. $1.00.

☐ **X-FACTOR** #58—**X-Factor** is on a rescue mission—one with Earth-shattering consequences! By **Louise Simonson, Jon Bogdanove**, and **Al Milgrom**. $1.00.

☐ **MARVEL COMICS PRESENTS** #59—**Hulk** and **Wolverine** square off against the **Mimic** who possesses both their powers! By **Michael Higgins** and **Dave Ross**. The awesome conclusion of the **Werewolf By Night** saga! By **Len Kaminski, James Fry**, and **Brad Joyce**. The conclusion of the **Sub-Mariner** saga by **Robert Denatale, Mike Collins**, and **Mark Farmer**. And a special **Punisher** tale by **Marcus McLaurin** and **Dan Reed**. 32 pages. $1.25.

☐ **X-MEN CLASSIC** #51—Re-presenting from **X-MEN** #147 **Dr. Doom's** transformation of **Storm** into a zombie! By **Chris Claremont, Dave Cockrum**, and **Joe Rubinstein**. $1.25.

☐ **WOLVERINE** #31—The **Prince of Madripoor** launches a plot to assassinate **Wolverine**! By **Larry Hama, Marc Silvestri**, and **Dan Green**. $1.75.

☐ **PENDRAGON Limited Series** #6—An African game preserve becomes the site of murders—and worse! By **Dan Abnett, John Tomlinson, Gary Erskine, Andy Lanning**, and **Alan Davis**. A Marvel U.K. comic. $1.95.

☐ **AVENGERS WEST COAST ANNUAL** #5—**Terminus** versus the **West Coast Avengers!** By **Roy Thomas, James Fry**, and **Keith Williams**. Also, Atlanteans attack Sea World by **Gary Barnum** and **Brad Vancata**. 64 pages. $2.00.

☐ **MARVEL REQUIRER** #6—Find out more of what's happening in upcoming Marvel comics—free!

☐ **STRIP** #13—More of the best from the top talents from Great Britain. A Marvel U.K. comic. 48 pages. $2.50.

☐ **WILD CARDS Limited Series** #1—Special origin issue! By **Lewis Shiner, Barry Kitson**, and **Jackson Guice**. Bookshelf Format. 48 pages. Direct Sales only. For Mature Readers. $4.50.

Titles Shipping July 31
On Sale August 21

☐ **DR. STRANGE** #21—**Dr. Strange** uncovers a mystery of dimension-shattering potential! By **Roy** and **Dann Thomas** and **Jackson Guice**. Mando Offset paper. Direct Sales only. $1.50.

☐ **MOON KNIGHT** #18—The final chapter of "The Trial of Marc Spector" in which Moon Knight must redeem himself—or die trying! By **Charles Dixon, Sal Velluto,** and **Tom Palmer**. Mando Offset paper. Direct Sales only. $1.50.

☐ **THE 'NAM** #48—The true price of friendship revealed in "C-Note." By **Chuck Dixon, Wayne Vansant,** and **Tony DeZuniga**. Mando Offset paper. Direct Sales only. $1.50.

☐ **PUNISHER WAR JOURNAL** #22—**Punisher** battles Philippine pirates! By **Carl Potts, Tod Smith** and **Al Milgrom**. Mando Offset paper. $1.50.

☐ **THE AVENGERS ANNUAL** #19—The action-packed conclusion of the "Terminus Factor" by **Roy Thomas, Herb Trimpe,** and **Jeff Albrecht**. Plus a special epilog by **Mark Gruenwald** and **Vince Mielcarek**, "The Day the Strangers Came" by **Kurt Busiek** and **Rich Howell** and more! 64 pages. $2.00.

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Appala—MARVEL SUPER HEROES #3
Arcade-X—X-MEN CLASSIC #51
Atlantean Army—AVENGERS #322, 323
Broker—WOLVERINE #30
Bullseye—CAPTAIN AMERICA #376
Calypso—SPIDER-MAN #2
Celestials—THOR #422, 423
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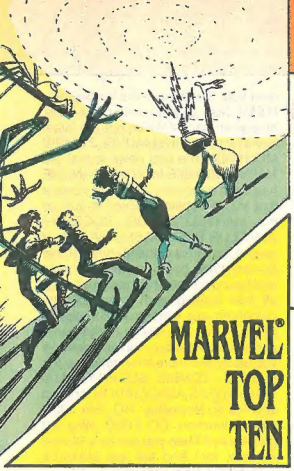
Termini—THOR ANNUAL #16
Termini Microbes—CAPTAIN AMERICA ANNUAL #9
Terminoids—IRON MAN ANNUAL #11
Terminus—AVENGERS WEST COAST ANNUAL #5, AVENGERS ANNUAL #19
Thermal Man—THOR ANNUAL #16
Tombstone—WEB OF SPIDER-MAN #68
Ultimatum—GHOST RIDER #5
Ultra-Terminus—AVENGERS WEST COAST ANNUAL #5, AVENGERS ANNUAL #19
Vermin—WHAT IF—? #17
Vulture—AMAZING SPIDER-MAN #338, 339
Woodgod—QUASAR #14
Ymir—THOR #423



MARVEL® TOP TEN

A listener writes, "Dear Casey, Last year my boyfriend, Mac, lost his job. He was so depressed, he got drunk and was in a car accident. He was taken to the hospital, where he lay in a coma for seven years. When he came out of his coma, he had amnesia and didn't know who he was. He started dating another girl, who turned out to be the wife of a mob boss. The mob boss tried to have Mac rubbed out, but Mac escaped, and was put on a witness relocation program. Meanwhile, I was sent overseas to do some work with the Peace Corps. My ship went down in a freak storm, and I had to swim from Africa all the way back to America. By chance, I ran into Mac at the local 7–11. Now we're back together again, and this time, nothing's going to keep us apart. Please print for me now the Top Ten best-selling comics in the direct sales market for March, 1990."

You got it! Here's the list as compiled by our own top ten-ant, *Carol Kalish*, Marvel's Vice President/Direct Sales.

1) X-MEN #261
2) GHOST RIDER #1
3) AMAZING SPIDER-MAN #332
4) WOLVERINE #24
5) PUNISHER #33
6) X-FACTOR #54
7) EXCALIBUR #22
8) PUNISHER WAR JOURNAL #18
9) NAMOR #2
10) WHAT IF...? #13

NEWSWATCH

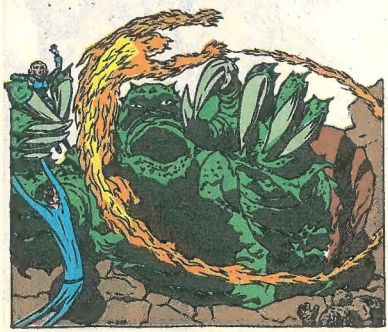
ITEM! Get ready to have some fun this summer! In July, we're releasing the NEW MUTANTS SUMMER FUN SPECIAL, and the IMPOSSIBLE MAN SUMMER VACATION SPECTACULAR to help you pass the time away during those lazy, hazy, and yes, even crazy days of summer. The NEW MUTANTS SPECIAL is eighty action-packed pages written by Ann Nocenti, with art by Bret Blevins. The story introduces a new character, an alien named Vidiot, who has a TV for a head. Vidiot comes from another dimension to Earth to ask the New Mutants for help against a sinister force that's threatening to overwhelm his dimension. Vidiot lives in a bizarre world where TV is king and the people are constantly bombarded by consumer goods they don't need. And the New Mutants are going to have to battle through a horde of video varmints, the likes of which you've never

MARVEL® TRIVIA QUIZ

You could say the Marvel Universe began with monsters . . . FANTASTIC FOUR #1 not only tossed the FF against the denizens of Monster Isle, but was the first supergroup to include a true monster among its members! Early Marvel books like STRANGE TALES and TALES TO ASTONISH were as indebted to the 50s monster books as they were to super heroes, as a quick glance through the new MARVEL MONSTERWORKS books will prove! In honor of the big, the bad and the ugly, here are twelve trivia teasers celebrating Marvel monsters then and now! But don't be scared; the answers are right on page 32.

—Brian Nelson

1. Wayyy back in JOURNEY INTO MYSTERY #62, this monster was introduced under the name, "The Hulk":
A) the Mole Man
B) the Heap
C) Xemnu the Titan
D) Betty Ross



2: The Mighty Thor's first published exploit tossed him against the tempestuous threat of:
A) the Metal Men from Mercury
B) the Acid Men from Antares
C) the Stone Men from Saturn
D) the New Kids on the Block

3. Edam and Gouda were two rather cheesy monsters from outer space, whose attempted invasion of our planet was foiled by the very young:
A) Spider-Man
B) Daredevil
C) Iron Man
D) Jay Leno

seen before!

If you think that sounds like fun, hold on to your shorts! You'll really flip when you see the IMPOSSIBLE MAN SUMMER VACATION SPECTACULAR! This 64-page sizzler has Impy taking his family to Earth for a little R & R. The book is a cornucopia of fun, featuring story and art by some of the wackiest wits in the bullpen: Luke McDonnell, Hilary Barta, Peter David, Roy Thomas, Mark Gruenwald, Michael Gallagher, Gregory Wright, and Jim Valentino, and it's all capped off by a cover by Al Milgrom!

The IMPOSSIBLE MAN SUMMER VACATION SPECTACULAR will be a treasure-trove of short stories, activity pages, and impossible puzzles! Guest stars in the book include Spider-Man, She-Hulk, the Wasp, and Dr.Doom! Editor Craig Anderson said that IMPY's first special will be "64 pages of impossible fun, as opposed to 64 pages of mutant fun."Assistant Editor Renée Witterstaetter had the last word on the subject when she added, "Ours came first!"

Regardless of which came first, you can look for both this summer at a store near you. And then let the fun begin!

ITEM! Okay, all you zombies out there, take your places! We've got the latest news for you on the MARVEL ZOMBIE MONTHLY! The bad news is that the MARVEL ZOMBIE MONTHLY FANZINE has been canceled. The good news is that MZMF is being revived in July as the MARVEL ZOMBIE SOCIETY–AMATEUR PRESS ASSOCIATION. It seems the ranks of the Marvel Zombie Society have been growing by leaps and bounds of late (hey, you guys, stop all that leaping and bounding! The neighbors are starting to complain!), necessitating the switch in the name and format of the fan club newsletter. If you would like more information on the MARVEL ZOMBIE SOCIETY–AMATEUR PRESS ASSOCIATION, contact Charles S. Novinskie, P.O. Box 1323, Grand Junction, CO 81502. Why not give it a try? Then you can be a Marvel Zombie, too! And tell 'em MARVEL AGE MAGAZINE sent you!

ITEM! It's one of the comic industry's best-kept secrets. This is How Epic editor Marcus McLaurin described TALES FROM THE HEART, a one-shot prestige format book coming your

4. Who narrated for the Marvel Universe the awesome tale of Tim Boo Ba?
A) Digger
B) the Watcher
C) the Wasp
D) Orson Welles

5. What wheelchair-bound protagonist provided the controlling brains for It, the Living Colossus?
A) legal secretary Becky Blake
B) special effects wizard Bob O'Bryan
C) mutant telepath Charles Xavier
D) formerly dead character for rival company Niles Caulder

6. One of Marvel's first forays into magazine publishing, this book placed comic word balloons into old monster movies stills:
A) MONSTER OF THE MOVIES
B) MONSTER MADNESS
C) MONSTERS UNLEASHED
D) MONSTER NEWS AND WORLD REPORT

7. Which Marvel monster made his first and, to date, only appearance in LEGION OF MONSTERS #1?
A) the Manphibian
B) Rattack
C) Shuma-Gorath
D) Legion

8. Which monster starred in the first issue of SUPERNATURAL THRILLERS?
A) It!
B) The Living Mummy
C) Killdozer
D) Michael Jackson's tour-manager

9. Which group of classic Marvel monsters was part of a plot to attack the Incredible Hulk?
A) Groot, Taboo & Blip
B) Titano, Zom & Zzzax
C) Yandroth, Shazanna & Sazzix
D) Kukla, Fran & Ollie

10. Which hero starred in his own series as he carried out a mission to hunt down unbelievable monsters?
A) Skull the Slayer
B) Ulysses Bloodstone
C) Gabriel, Devil Hunter
D) Geraldo Rivera

11. This Jack Kirby monster creation was a philosophical friend to the Eternals:
A) The Creature from the Lost Lagoon
B) Arnim Zola
C) Karkas
D) Tomazooma, the Living Totem

12. Which dragon wore boxer trunks?
A) the Jade Dragon
B) the White Dragon
C) Dragon-Lord
D) Fin Fang Foom

way next month. Based on true experiences, TALES FROM THE HEART is the story of one nurse's exploits in the heart of Africa. Author Cynthia Goff actually served in the Peace Corps in Africa. Goff co-writes the series with Raphael Nieves. The artist for TALES FROM THE HEART is Seitu Hayden. TALES FROM THE HEART is currently published as a series by Slave Labor Graphics, but it has never reached a very large audience. The project was first brought to Marvel by then-editor Dan Chicester. Marcus noted, "It can really benefit from the expanded distribution of an Epic book." TALES FROM THE HEART offers the same kind of dramatic interplay that makes the X-MEN so popular. As Marcus summed it up, "It's the most realistic comic you're likely to read." So if you're looking for a change from super hero comics, give TALES FROM THE HEART a try!

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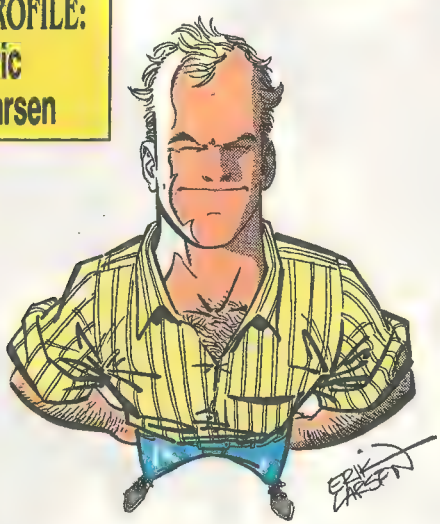
PROFILE: Eric Larsen



Writer/Artist on: A tist on AMAZING SPIDER-MAN, writer/artist on WOLVERINE, X-FACTOR and other serials for MARVEL COMICS PRESENTS
Marvel freelance credits (past): THE PUNISHER, an EXCALIBUR serial in MARVEL COMICS PRESENTS, issue of THOR, THE INCREDIBLE HULK, STRANGE TALES, writer/artist on a WOLVERINE/SPIDER-MAN Team-Up in M.C.P.
Marvel freelance credits (present): Drawing a self portrait for MARVEL AGE MAGAZINE.
My place of birth is: Minneapolis, Minnesota though I didn't live there long. I grew up in Mendocino, California and Bellingham, Washington.
People who knew me in high school thought I was: So what am I, a mind reader? Go ask them what they thought and leave me alone.
My hobbies are: Do I look like I have time for hobbies? I've got a monthy book to turn out plus it goes biweekly every summer. Go wan!
My pet peeves are: Smokers, insomnia, dishonest editors like—wait a minute!!! Is this a trick question? Strike that last part I've got to work in this business! Yow!
My favorite performers are: Elton John, The Eurythmics, Elvis Costello, Fine Young Cannibals, and Jay Leno.
The last good book I read was: *Letters to Beany* by Henry A. Shute.
The last good movie I saw was: *Magnificent Warriors (A Chinese Kung Fu epic).*
If they were making a movie of my life, I'd like to see my part played by: Homer Simpson
My oddest habit is: Holding my pencil funny.
My greatest accomplishment outside the comics field is: Teaching Tammy Fay Baker how to dance the "Funky Chicken," learning to like broccoli, and singing lead in the hit video "Twist and Shout" with the band Patty B and The Dicktones.
The reason I got into comics was: I met the minimumentry level pimple requirement to get the job.
The biggest influences on my work include: Gil Kane, Walt Simonson, Steve Ditko, Jack Kirby, Herb Trimpe, C.C. Beck, Frank Miller, Mike Golden, "Vic and Sale," and my pal Chris Vito.
The single work of which I am most proud is: I'm still struggling with this stuff—nothing really comes to mind. I did like putting Dr. Octopus in a suit.
My greatest unfulfilled ambition in the comics field is: to write and draw 100 issues of a NOVA comic and create a zillion new heroes and villians.
The worst part of my job is: Not getting to draw enough really big fat guys. Not getting to call the shots, not enough time to do as good a job as I'd like.
When nobody's looking I like to: Eat Hostess Snowballs like a man possessed.
The one thing I really want the world to know about me is: I get my hair *cut* this way.

WILD CARDS™

If you're familiar with the WILD CARDS Novels, then you're all primed for Epic's upcoming WILD CARDS four-part series. If you haven't read the novels—don't worry! It's a world you already know.

In fact, the WILD CARDS world is pretty much the same world we all grew up in, complete with hot dogs, apple pie, rock 'n' roll, politicians and crime. But, in this world, men and women can fly, lift tanks, and walk on water. They can hurl fire with the power of their minds and smash buildings.

It's this intriguing world that has inspired a series of Hugo and Nebula Award winning novels, a role-playing game from Steve Jackson Games . . . and now, the comic is on the way!

"It was just a natural," said Lew Shiner, the featured writer for the WILD CARDS comic. "The world of WILD CARDS is an outgrowth of the interest that quite a few writers have in comics. The WILD CARDS Novels were actually an attempt to do comics type work in a prose form, so the whole idea has come full circle."

What makes this universe interesting is how it diverges even so slightly from our real world. For example, Mahatma Gandhi was saved from an assassin's bullet; Joseph McCarthy goes after Wild Card agents instead of Communists; Aces High is a restaurant at the top of the Empire State Building; and a man named Leo Barnett runs for president in 1987.

But as the upcoming series reveals, the main divergence happened in August 1946 when a spaceship landed in White Sands, New Mexico. Its pilot was one Dr. Tachyon from the planet Takis who claimed that Earth was in great danger.

"It seems that the Takians had produced a synthetic drug that could identify and enhance desirable traits —like telepathy or physical attributes in a person," explained Lew. "Then it would change the DNA of the person exposed to the drug and bring those traits to fruition.

"But they needed to test the drug. They couldn't use it on themselves, and they couldn't use it on their enemies — in case it worked," he continued. "So, they picked Earth— since humans were similar to Takians genetically."

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Of course, no one believed Dr. Tachyon and the canister containing the virus fell into the hands of the unscrupulous Dr. Tod, who threatens to detonate the bomb over Manhattan. The only person that stands in his way is the World War II hero, Jetboy, who tries to prevent the disaster in a spectacular dogfight . . . but he fails.

"The virus became known as the Wild Card Virus because it affected no two people the same," said Lew. "When it exploded, 10,000 people drew the Black Queen and died horrible deaths. Those who were deformed drew the Joker. Some who were not affected were called Deuces. And those who received desirable abilities were called Aces."

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The virus spread over the globe. Out of every 100 people, 90 died, 9 were Jokers, and one was an Ace. The Deuces are Aces with very low-key, minor powers.

"Some speculated that the effects of the germ on each person was determined by his/her psychological make-up," said Lew. "Regardless, many of the Jokers were deformed and many of the Aces had mental powers."

Among the Aces, Deuces, and Jokers is a wide group of heroes and villains, each of whom has his/her own special powers and abilities.

The Turtle can move objects of great weight from great distances by using his mind. But because he is shy, he lives in a shell packed with high-tech equipment.

The Puppetman has the ability to control emotions simply by shaking someone's hand or even being in the same room with him.

Fortunato has the ability of a magician. He can also read minds and slow down time.

Peregrine, one of the lucky Jokers, was endowed with wings and achieved celebrity status with a modeling career and her own talk show.

And Popinjay has the ability to teleport anyone anywhere simply by thinking of the place he wants him to go, and pointing his finger at him.

"Popinjay is actually the main character in the comic series," said Lew. "When the story opens, Dr. Tachyon, feeling a great deal of guilt for not being able to stop the bomb, opens a clinic in Joker Town—actually the Bowery in New York City. He is a reluctant hero, and he simply hates his nickname!"

As expected, the world is a mess. Governments still exist, but because people are afraid of the Jokers, there is talk of a registration act and even forced Joker camps.

"Just when all of this is taking place, someone blows up Jetboy's tomb," continued Lew. "This is a very controversial event because of feelings about the dead aviator. He is a hero in the fact that he tried to stop the Wild Card Virus. But he is a scapegoat because he failed."

Dr. Tachyon feels it is his duty to hire private investigator Popinjay to find the culprits before it's all blamed on the Jokers. What he encounters is surprising even for the world of the Wild Cards.

"The comics are somewhat based on the novels, but we're adding a lot of new material as well," said Lew. "Each issue contains a framing story with several inset stories that deal with certain characters a little more and show their motivations."

Lew, a science-fiction writer since 1978, is writing all the framing sequences which are being drawn by British artist Barry Kitson. Other creative talents involved include Melinda Snodgrass, Howard Waldrop, Marshall Rogers, Jackson Guice, Walton Simons, John J. Miller and Walter John Williams.

Because of these creative influences and because of the richness of the stories themselves, Lew feels that WILD CARDS will be a hit with both SF and comic fans alike.

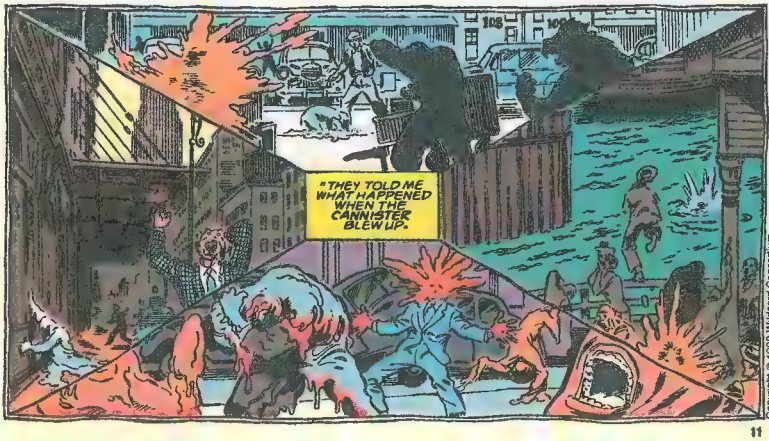
"The comics will actually tie into the WILD CARDS novels continuity," he explained. "If you read them together, you learn more. But, the comics also make a complete story on their own.

"No one will be disappointed with this book," he concluded. "I love comics. It's visual storytelling and words all in one great package."

So, enjoy. As John J. Miller, who also wrote the role-playing game says, "This is a book about peop.. ...en super people . . . who live and breathe and bleed and die. Sometimes they fail. Sometimes it doesn't matter how strong they are, or if they can hurl fire with their naked hands.

But sometimes it does."

—Renée Witterstaetter



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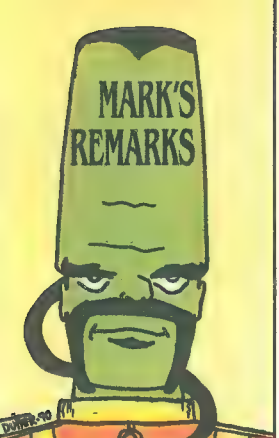


I was thinking about the future of the industry the other day. Two things made me of a mind to cultivate such fields of thought. First, we were screening the documentary, "Comic Book Confidential," in our weekly Assistant Editors' Workshop, and the segments on the industry's humble beginnings got me thinking about how it's changed through the years. The second thing was at our weekly Editors' Meeting, special projects editor Bob Budiansky reported what he learned at the Curtis Circulation Co. State of the Industry presentation about trends in the magazine business in general.

Before I go any further, let me make the distinction between the terms "comics medium" and "comics industry." The medium of comics is the art form which combines words and pictures in a certain sequential fashion to tell a story. The industry is the business of getting that art form to the reading public. What I think may be the future of the medium may be an interesting topic for another column, but what I'm going to talk about this time is the future of the industry.

Let me start on the "Comic Book Confidential" tangent. What struck me about the so-called Golden Age of the comics industry is how the publishers were dependent upon studios of artists and writers to turn out product. Not that all the early comic book strips were group efforts—there were individuals turning out highly individualized material, no matter what studio they physically worked at. But my impression of this long-gone day is that most publishers were supplied by folks working in New York art studios like that of Joe Simon and Jack Kirby (Captain America's co-creators), and it was the head of the studio that took on the assignments, not individuals in that studio working independently. (There may well have been lots of exceptions—it was way before my time.)

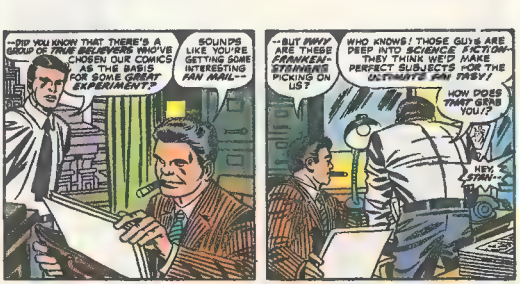
Eventually, some of the publishers that remained in business gathered their own writing and art staffs, and in effect, created their own in-house studios. The renowned EC Comics of the 1950s did all their writing in-house, for instance. Toward the end of the 60s, the modern era of freelancers working out of their own homes became the prevailing standard for the industry. Again, this is not to say that there weren't freelance artists working out of their own homes in the 40s and 50s, it's just that they were once the exception. By the 70s, whatever in-house art departments the publishers had were simply design and art correction departments. The day when a comic strip was written, penciled, inked, lettered, and colored—all in the same room—was no more.

So it got me thinking, where can the industry—the process and methods of producing the art form—go from here? Even in my 12 years as a professional Marvel minion, I've seen the way this company, the leader in the field, has grown and evolved significantly. Why, when I started at Marvel in 1978 (read this sentence in a crochety old man's voice), there was an Editor in Chief, three Editors, and four Assistants (I was the odd man out)—and the eight of us were the entire editorial staff! (At the time there were also four freelance "Writer-Editors" but they weren't really on staff.) Now, in 1990, there's an Editor in Chief, an Executive Editor/Marvel (me), an Executive Editor/Epic, fourteen Editors, one Managing Editor, fourteen Assistant Editors, and one Editorial Assistant. Total: 33! That means our staff size has quadrupled in 12 years. Do we put out four times the amount of product we did in 1978? Not quite. The editors of today actually have considerably reduced workloads compared to then, enabling them to actually pay some attention to each of the books they're doing.

Okay, that's just Marvel. How about the other publishers that comprise "the industry"? Well, there aren't as many as there were in the 1940s, that's for sure. But there are more than there were in the 1950s. The 1980s brought a plethora of "independent" publishers (a term which I guess means "independent" of the usual newsstand distributors for comics, distributing their books to direct outlets on a non-returnable basis only), some of which have fallen on hard times, others of which have rethought their marketing strategies in order not to go head-to head with "the majors" (i.e., non-independents) with similarly formatted product. But at this writing there are no less that two new "non-independent" companies about to launch, whose impact remains to be seen. In general, the industry seems to be in a growth period right now, and is in pretty healthy shape for the immediate future. But size and health alone do not a future of the industry make. What I'm trying to scope out is—

—Oh oh, what's this? Hmm. It's Jim Salicrup, my beloved MARVEL AGE MAGAZINE editor, with a sledgehammer slung over his shoulder. Whimsical Jim(sical) told me that if I ever wrote a column that took up two pages again (like, say, last month's), he'd come over to my house and stomp my fingers as they skid across the computer keyboard like baby snakes doing St. Vitus's dance. Yes, Jim, I know, I don't get paid by the word but a flat rate per column. Sure, I'd be happy to end it here. Folks, next month I'll continue my musings on the future of our industry, sledgehammer willing.

—Mark Gruenwald


--DID YOU KNOW THAT THERE'S A GROUP OF TRUE BELIEVERS WHO'VE CHOSEN OUR COMICS AS THE BASIS FOR SOME GREAT EXPERIMENT?
SOUNDS LIKE YOU'RE GETTING SOME INTERESTING FAN MAIL--
--BUT WHY! ARE THESE FRANKEN-STEINIANS PICKING ON US?
WHO KNOWS! THOSE GUYS ARE DEEP INTO SCIENCE FICTION-- THEY THINK WE'D MAKE PERFECT SUBJECTS FOR THE ULTIMATE FAN TASY!
HOW DOES THAT GRAB YOU?
NEW STAN--

The original Marvel Bullpenners, Stan Lee and Jack Kirby. Drawn by Kirby for Marvel's WHAT IF...? series.

SUMMER GRAPHIC NOVELS

Spider-Man and Ka-Zar star in their own special Marvel Graphic Novels on sale this summer. Of course, a graphic novel itself is special, but each of these graphic novels brings an excitement that sets them apart.

The Spider-Man Graphic Novel written and illustrated by Charles Vess, is an extraordinary visual *tour de force*. The Ka-Zar Graphic Novel written by Chuck Dixon and Timothy Truman, penciled by Gary Kwapicz and painted by Ricardo Villagran, features Ka-Zar and the She Hulk's former flame, Wyatt Wingfoot, in an unexplored section of the Savage Land and finds Ka-Zar facing perhaps his greatest battle in the defense of the Savage Land.

THE SPIDER-MAN Graphic Novel begins with Mary Jane being notified that she's inherited a castle on a remote island off the coast of Scotland. When she and her husband, Peter Parker, go to the island, they discover that not only is the island remote, but that it is apparently haunted! Skeptical Peter dons his Spider-Man costume in an attempt to find the real source of the super natural happenings and almost winds up getting burned as a demon! The truth that Spider-Man, Mary Jane, and the village witch ultimately discover about the metaphysical events provides an astonishing climax to this visually stunning adventure. And "stunning" can only begin to describe the artwork for this adventure. Charles Vess's ability as an artist/painter is showcased beautifully throughout the body of this work, complimenting the mood and suspense set forth in this tale.

In addition, Charles has written an 8-page behind-the-scenes essay about his fact-finding trip to Scotland and the people and locations he used for this story. It's a rare, behind-the-scenes opportunity to see how a creator does research and it's loaded with photos, sketches and water color illustrations.

THE KA-ZAR Graphic Novel is a fast-paced tale of adventure, challenge, and choice. Ka-Zar and Wyatt Wingfoot are uneasy allies against the Pluto Oil Company which is callously exploiting an oil-rich, and heretofore unexplored, section of the Savage Land. It appears to be a clear-cut battle to stop the despoiling and degradation of the wilderness and its primitive inhabitants who are distantly related to Wyatt. But the battle against the oil company and its merciless hirelings is only one of the battles Ka-Zar and Wyatt fight. At one point they find themselves becoming bitter foes against each other. And even more shocking to Ka-Zar, he discovers that, as Lord Kevin Plunder, he is partially responsible for what Pluto is doing! The reason is that he not only owns stock in the oil company, he is also a member on its board of directors! And Wyatt finds himself facing cruel challenges over how he can and should help these fellow Native Americans whose way of life becomes more and more changed by the presence of the oil company. Ka-Zar and Wyatt's exploits come to a head in an action-packed finale that you don't want to miss!

So if you like your adventure laced with suspense, and filled with fast-paced, savage action, you'll find yourself in for a walloping good time with either—or both—of these graphic novels.

— *Dwight Jon Zimmerman*

Hi, Heroes!

It's "Big Announcement Time" again!

Last month I solemnly promised to clue you in about the new super hero world that Marvel is about to create, produced and presented by my own shibboleth-spouting self, in collaboration with a partner whose identity, up till now, had been one of comicdom's most closely guarded secrets!

Well, as all of Marveldom Assembled knows, I would sooner read a competitor's comic than break a promise, so here goes . . .

It all started some months ago, with a conversation between tender-hearted Tom DeFalco and yours truly. I asked the debonaire Mr. D. if he'd like to have a whole new kaboodle of costumed cavorters for Marvel to play with. Instantly, his eyes narrowed and his mouth became set in a grim, determined line as he thoughtfully stroked his D'Artagnon-type beard, while his withering, world-famous "Uh oh, what's he trying to put over on me?" expression crossed his craggy, care-worn face.

Cautiously, I continued the fateful conversation, knowing full well that the destiny of an entire new cycle of comic books depended in part upon the reaction of this benign though bellicose bullpen bigwig!

"Thomas," spake I, "think of the unbridled happiness we could bring to comic book aficionados everywhere by giving them an entire new series of Marvel heroes! Don't do it for me, nor even for thee; do it for them, for the burgeoning ranks of literature-loving Marvelites everywhere, who demand this series, who deserve this series, who have earned this series!"

I paused, seeing a tear roll down the bewhiskered cheek of our now misty-eyed editor in chief. "You're right, Stan," sayeth he. "We must do it for them! For, in truth, if our positions were reversed, would they not do it for us?"

How tragic that I didn't have a greater sense of history at that momentous moment. I realize now that I should have instantly looked at my watch and made note of the hour, the minute, the very second that Tom intoned those senses-shattering words. For, at that precise instant, the world of comic books was destined to be forever altered, yea, destined to reach a new plateau of thrills and surprises, and you— you who are now reading these drama-drenched words, shall be the benefactors, the true inheritors of the new worlds of wonder that lie ahead!

But I know you're bustin' to learn more about this fantastic new universe which is still aborning. So, bust thee no more and lend ye an ear . . .

You may remember another New Universe which we published a few years back. That was an effort to create a whole new mythology totally independent of the Marvel characters or the Marvel mystique. Well, the universe which we're now about to lay on you will be a completely different concept. It *won't* ignore the way-out world of Marvel personalities; it'll simply build upon them, using them as the foundation, the stepping stones to a world of the not-too-distant future, a world where a new generation of super beings has been born, although some of your old favorites will still be on hand!

In short, we'll soon be presenting *another* Marvel universe, a somewhat altered Marvel universe, a Marvel universe skewed to a different time, with different dangers, different powers, different dramas, in a world that will be known, now and forever, as—

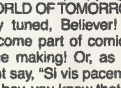
THE MARVEL WORLD OF TOMORROW!

It's something I've wanted to produce for a long, long time. Much as I relish living in the heart of movieland, spearheading our motion picture and TV projects, I've missed the fun and excitement of creating new comic books. But now, thanks to the indulgence of the powers-that-be at the burgeoning bullpen, I've got that chance once more—and believe you this, I'm gonna make the most of it!

Perhaps the most exciting part of the whole megillah is the fact that I'll be collaborating with *JOLTIN' JOHNNY BYRNE,* one of the brightest stars in the comics firmament, who's co-plotting and illustrating our very first issue! I've been a fan of his for years. I love the way John mixes drama and humor, wonderment and wit. His storytelling prowess always amazes me, and his artwork, as you know, is in a class by itself. We've only worked together once before, so you can imagine how thrilled I am to team up, after all this time, with this fantastic fandom favorite, this squeaky wheel in the racetrack of life, this highly-stylized, incredibly imaginative, triple-threat talent—though I'd better stop before he asks to have his name printed ahead of mine!

So, as we finish prepping THE MARVEL WORLD OF TOMORROW, be sure to stay tuned, Believer! You're about to become part of comic book history in the making! Or, as Byrnie himself might say, "Si vis pacem, para bellum!" But hey, you knew that all the time!

Excelsior!

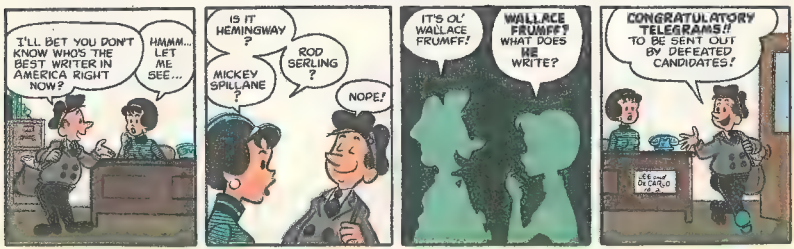


PS: D'ya think he'll mind me calling him "Byrnie"?

WILLIE LUMPKIN

STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

© 1990 by Stan Lee and Dan DeCarlo


I'LL BET YOU DON'T KNOW WHO'S THE BEST WRITER IN AMERICA RIGHT NOW?
HMMM... LET ME SEE...
IS IT HEMINGWAY?
ROD SERLING?
MICKEY SPILLANE?
NOPE!
IT'S OL' WALLACE FRUMFF!
WALLACE FRUMFF? WHAT DOES HE WRITE?
CONGRATULATORY TELEGRAMS!! TO BE SENT OUT BY DEFEATED CANDIDATES!

HEMBECK'S
PANEL EMPORIUM
FRED, ISN'T IT GETTING TO BE THAT TIME OF THE MONTH AGAIN? Y'KNOW, TO GET YOUR MARVEL AGE PAGE TOGETHER?
AW-NO NEED TO WORRY ABOUT THAT YET, WINN. THIS ISSUE THEY'RE SPOTLIGHTING A NEW 2-ISSUE PRESTIGE FORMAT SERIES, THANOS QUEST. RON LIM IS HANDLING THE ART, BUT THE WRITING IS BEING DONE BY THE CREATOR OF THANOS--
--AND, JUST COINCIDENTALLY, MY CLOSE PERSONAL VOLLEYBALL BUDDY, JIM STARLIN.
WAIT TILL THE LAST POSSIBLE MOMENT, CALL UP GOOD OL' JIM, GET THE REAL INSIDE SCOOP THAT I COULD NEVER OTHERWISE NORMALLY GET WITHOUT OUR, heh, SPECIAL BOND--
I FIGURE I'LL JUST
--AND THEN I'
WHIP SOMETI
UP REAL QUIC
BING BANG
BOOM!
uh huh.
er, MAYBE I'D BETTER GO CALL HIM NOW, huh?..
OKAY, LET'S SEE HERE... THAT'S 5-5-5, C-O-S-M--
HIYA, JIMBO, OL BUDDY--HOW YA DOIN' TODAY, PAL?
hmm?
IT'S FRED.
HEMB
Oh, ALL RIGHT, SURE-- WHATEVER YOU SAY...
LISTEN, MISTER STARLIN, I WAS JUST CALLING--
hmm?..
OKAY, OKAY!..
LISTEN, MR. STARLIN, SIR, I WAS JUST CALLING BECAUSE MARVEL AGE HAS ASSIGNED ME TO COVER YOUR NEW SERIES, THANOS QUEST, AND I THOUGHT YOU MIGHT BE ABLE TO GIVE ME AN EXCLUSIVE INSIGH--
hmm?
YOU A
THE TH
STORY CO
THANOS'S
POSSESSED
DISEMBOD
FORCE OF
COSMIC
FASHION
MODEL?!
LOOK, Ji--
er, MR. STARLIN--
SIR?
ARE YOU SURE YOU'RE NOT JUST, WELL, IF YOU'LL PARDON THE EXPRESSION--
GOOFING ON ME?
Oh NO, MR. STARLIN, SIR, PLEASE DON'T--I DIDN'T MEAN TO MAKE IT APPEAR AS IF I WAS DOUBTING YO--YES, I SINCERELY DO APPRECIATE YOUR GIVING ME THIS EXCLUSIVE STORY--I'D HAVE TO BE AMONG MADMEN TO NOT SEE THE POTENTIAL OF THIS NEW PLO--YES, I'LL BE SURE TO GET DOWN EVRYTHING YOU TOLD M--
AND I JUST WANT TO SAY WHAT A PLEASURE IT WAS SPEAKING TO YOU WITHOUT THE SPECTER OF A VOLLEYBALL RUSHING DOWN MY THROA--
GZZK

NOW, WOULDJA PLEASE KEEP IT DOWN? I'M TRYING TO HEAR WHAT SORT OF ADVICE WARD HAS FOR THE BEAVER THIS TIME.
JIM STARLIN, huh? HASN'T HE BEEN KNOWN TO PULL QUITE A FEW PRACTICAL JOKES?
HA!
HE SURE HAS! BOY, THOSE OTHER GUYS SURE ARE GULLIBLE!
THE "OTHER GUYS," huh? I SEEM TO RECALL A COSTUME PARTY WHERE JIM PUT ON A FULL HEAD MASK AND HAD YOU CONVINCED HE WAS A LONELY GUY FROM ANOTHER COUNTRY!
oh... ah... I KNEW IT WAS HIM ALL THE TIME. I WAS JUST PLAYING ALONG FOR - FOR EVERYONE ELSE'S ENJOYMENT! YEAH, THAT'S IT...
11-E-M-B-E--
RIGHT, RIGHT -- THE GUY WITH THE RATTY BEARD THAT CRASHED YOUR VOLLEYBALL GAME!! YUP, THE ONE YOU'RE ALWAYS SPIKING! heh, THAT'S ME!
LISTEN, JIM...
hmm?..
WELL, SURE I REMEMBER OUR AGREEMENT, BUT I THOUGHT THAT WAS ONLY WHEN WE WERE IN PUBLIC?..
-- WHO'S SEARCHING THE COSMOS -- OTHERWISE KNOWN AS WHAT? THE INFINITE CLOSET?? ALL IN HOPES OF FINDING THE PERFECT OUTFIT FOR... FOR... THE REAL MISS UNIVERSE CONTEST??..
AND SO YOU'RE RETITLING THE SERIES... WHAT??
"THANOS DRESS"?
...THAT'S WHAT I THOUGHT YOU SAID...
ADIOS, AMIGO!
OBO; OBOY OBOY! AN EXCLUSIVE STORY! -- WAIT'LL THE CHIEF SEES THIS MONTH'S STRIP! I'D BETTER GO GET IT ALL DOWN ON PAPER!
FOOL!
OBVIOUSLY, JIM -- WHO, I SHOULD POINT OUT, IS ANY GOOD BUDDY -- HAS ONCE AGAIN SUCCEEDED IN TWISTING REALITY FOR A SIMPLE MINDED PATSY - ONLY IN A RIDICULOUS SETTING SUCH AS THIS WILL YOU FIND THE MIGHTY THANOS ATTIRED IN A DRESS!
..WHICH IS SOMEWHAT REGRETTABLE, AS THEY TELL ME BROAD SHOULDERS ARE BACK IN STYLE...
..AND THIS COLOR IS JUST DIVINE ON ME, WOULDN'T YOU AGREE?..

Ever since his creation in 1973, Thanos has always been one of Marvel's most popular villains. Yet the character has appeared in only three major storylines to date, all of them written by his creator, Jim Starlin.

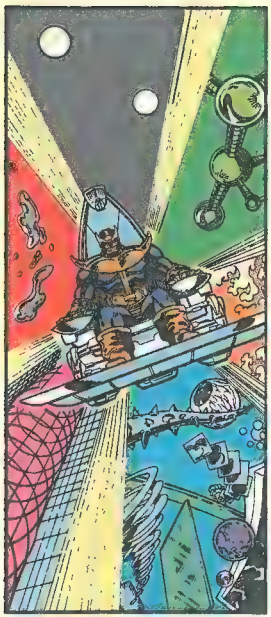
Recently Jim returned Thanos to the Marvel Universe in a big way. Thanos has become a major antagonist for the Silver Surfer, and will soon appear in his own two-issue limited series entitled THANOS QUEST. THANOS QUEST, which begins in June, is drawn by Jim's SILVER SURFER collaborator, Ron Lim. There are also plans for a major cosmic crossover starring Thanos in the not-too-distant future.

When THANOS QUEST begins, Thanos has been resurrected by death, a force he is in love with. Death has brought Thanos back to even the balance between living and dead creatures in the universe. Death wants Thanos to destroy half of the life in the universe. To do this, Thanos must gather together all of the six soul gems, which are held by the mysterious In-Betweener and the five elders of the universe.

Each of the soul gems has a different attribute. Probably the best known of the gems is the one once worn by Adam Warlock. Warlock currently lives peacefully inside his gem. It was Warlock, True Believers will remember, who turned Thanos into stone, back in the now-classic AVENGERS ANNUAL number seven.

Since then, the villain has appeared only once, in Starlin's DEATH OF CAPTAIN MARVEL Graphic Novel, where Thanos, along with death, escorted Captain Marvel from the land of the living.

Jim says that Thanos is not like the normal super hero or super-villain. "He doesn't collect the soul gems in the usual manner, by going toe to toe with each of the elders. Instead, he cheats, he tricks them, he connives," Jim said.



There's an almost parental bond between Jim and the demi-god he created. "In my association with Marvel, a lot of people think of Warlock or Captain Marvel, but the best thing I've ever done is Thanos," Jim said. "He's my baby. I created him, and so far I've been the only one to run with him."

"Thanos is a multi-leveled character in a lot of ways," he said. "He spins a lot of plots and schemes, and he has them work out. He's a metaphor for death, the ultimate nihilist. Unstoppable basically."

And in THANOS QUEST, Jim says that readers will see a "more tender side of Thanos." "There's a good side to everyone, whether they're a lunatic or a cosmic villain. We can show that good side, and at the same time, tell a rousing good story with a lot of action."

Twice before, Thanos has been thwarted before his plans seemed to come to a head. Once, Captain Marvel was able to destroy the Cosmic Cube, the source, then, of Thanos's power, after Thanos left it behind.

And in AVENGERS ANNUAL #7, when Thanos had gathered the six soul gems together into an awesome weapon which could snuff out stars, he allowed the Avengers to come aboard the control center where he kept the weapon.

Jim insists that Thanos's plans, however, have always worked out, and that Thanos had planned, somehow, the outcome of both showdowns. A multi-leveled character if there ever was one.

While an accomplished artist and writer, Jim is concentrating on writing at Marvel for the time being, though he would not count out drawing a story in the future. "Never say never," Jim said. He has, however, painted the covers of both issues of the THANOS QUEST mini series.

Jim said that he is happy to let Ron Lim pencil the stories he writes. "I am always pleased with what Ron puts down for what I script," he said. "It's almost never what I had pictured in my head when I wrote it, but I'm always pleased."

Jim is perhaps best known as the creator who killed off Captain Marvel and Warlock. He explains the recurring theme of death in his work with a quote from novelist Norman Mailer: "No true story begins with anything but death."

"We have characters who go off and pit their lives against their enemies every month," Jim said. Death is always a part of the story, though, few others approach it like Jim Starlin.

—John Salerno

The LEGION of NIGHT

In the first issue of THE LEGION OF NIGHT, one of its central characters, lawyer Charles Blackwater, is murdered. But that is far from the end for Blackwater. He is resurrected by a supernatural entity who then uses his body to go forth and enlist others to combat the horrific menace now arising on Earth. Among them are characters many of you may recall from past Marvel horror stories. There is Jennifer Kale, the young girl who became the pupil of the ancient wizard Dakimh the Enchanter in the pages of MAN-THING. There is Dr. Katherine Reynolds, the parapsychologist from SON OF SATAN who is now herself a patient in an asylum. There is Martin Gold, a writer who was once the lover of the woman who served as the human host for the vampiress Lilith. And there is Chan Liuchow, a Chinese man who as a youth dared to awaken the great dragon Fin Fang Foom, as last seen in MARVEL MONSTER MASTERWORKS. And now Fin Fang Foom is rising yet again, to imperil both humankind and reality itself.

This is the story of THE LEGION OF NIGHT, a new two-issue Bookshelf Format series written by Steve Gerber, who also writes SHE-HULK, CLOAK AND DAGGER, and the HAWKEYE stories in AVENGERS SPOTLIGHT, penciled and colored by Whilce Portacio of PUNISHER fame, inked by Scott Williams, and edited by Ralph Macchio.

The original idea for this project was very different from the end result. Ralph Macchio wanted to do a "fun" book bringing back the Marvel Monsters whom Stan Lee and Jack Kirby and others had created in the years preceding the rise of the Marvel Super heros. Ralph explains, "I had thought that a guy who had the kind of crazy sense of humor and style to pull something like this off was Mr. Steve Gerber," so Ralph gave him a call.

Steve says that "What I proposed when I heard this idea, was, wouldn't a whole group of people fighting these monsters be interesting? And then from there I decided: Let's not play this for fun. Let's do this as seriously as we would do any other book, maybe more seriously, and treat it as a real horror book.

"He then wrote me a plot which was simply brilliant," Ralph recalls. "It was one of the most incredible things I have ever read. I have to compliment Steve on taking something that was initially just a silly idea—bringing back these 1950s monsters—and turning it into a really superb, chillingly effective piece of work."

And Steve speaks very highly of Whilce Portacio's work on LEGION. "He's got a fabulous design sense, both in terms of the design of characters and the design of pages. It's a very, very modern style, but the storytelling

is really strong. He's able to bring to life, I think, a world of evil that looks a lot like the real world, which is not the easiest thing to do. There's so much realism in the work, and yet, so much of a sense of the surreal."

Several of the members of THE LEGION OF NIGHT first appeared in the horror series that Steve wrote for Marvel in the 1970s, including MAN-THING, SON OF SATAN, and LILITH. "It's an unusual group," Steve notes. "There's a variety of ages as well as a variety of backgrounds. We've got a lawyer in his mid-to-late 40s (Blackwater), a college girl (Jennifer), a five-year-old (Ariann) a writer who is probably in his late 30s (Martin), a parapsychologist in her late 30s (Katherine), and the old grandfather (Caspar Waite). And there will be more as time goes on. If the series does well, we'll probably do a sequel, and there's at least one more character I'd like to add to this bunch, and that's the daughter of Simon Garth," the lead character in another of Steve's 1970s horror series, TALES OF THE ZOMBIE. "None of them was really a super-powered character, except for Jennifer. None of them could be considered really 'heroic' characters. And that's exactly the kind of group that I wanted. They're not unheroic; they're just normal people who have been caught up in supernatural phenomena before, mostly by accident, although they've learned to cope with it since then.

"Every one of the characters goes through a complete upheaval of his existence in one way or another. Each of them has reached a turning point in one way or another, and the events that each of them is embroiled in is the mechanism that forces all of them to make that turn." And in the course of the story they all must confront their own worst horrors and their own worst fears about the fate of humanity.

Steve was also trying to portray the villains in LEGION OF NIGHT as recognizable human beings. "It's very easy to come up with a fanatical mystical character," he explains. "It's a lot harder to try to get a little more deeply into the psyches of these characters as people, not just as players in this huge cosmic horror." One of the keys in this case was his observation that "There's always been a little more in common than people have generally wanted to admit between the success-driven world of business, the whole yuppie phenomenon, and what drove people to pursue things like the dark side of the occult.

People may be surprised that Steve has chosen to make Fin Fang Foom the principal menace of his story. "The way Ralph and I have been talking about this book is, it's Fin Fang Foom as you've never seen him before," Steve says. "We've changed him quite a bit, obviously, to bring him up to date. That original Kirby-Lee horror story has a silly plot and all the clichés of its time. Looking at that story in another way and in another mood, Fin Fang Foom could become a SHE-HULK villain. But the notion of trying to get in touch with whatever it was about it that terrorized kids when it was first published brought out a whole different side of the story. It's a function of the name, which both sounds silly and sounds menacing. It's a function of that strange, talking dragon, of the images of that guy going down into the cave and waking the dragon. There is something very potent about that image, about that character, and about that name. So why not? It's also a challenge: Could we get anyone to believe Fin Fang Foom in the year 1990?"

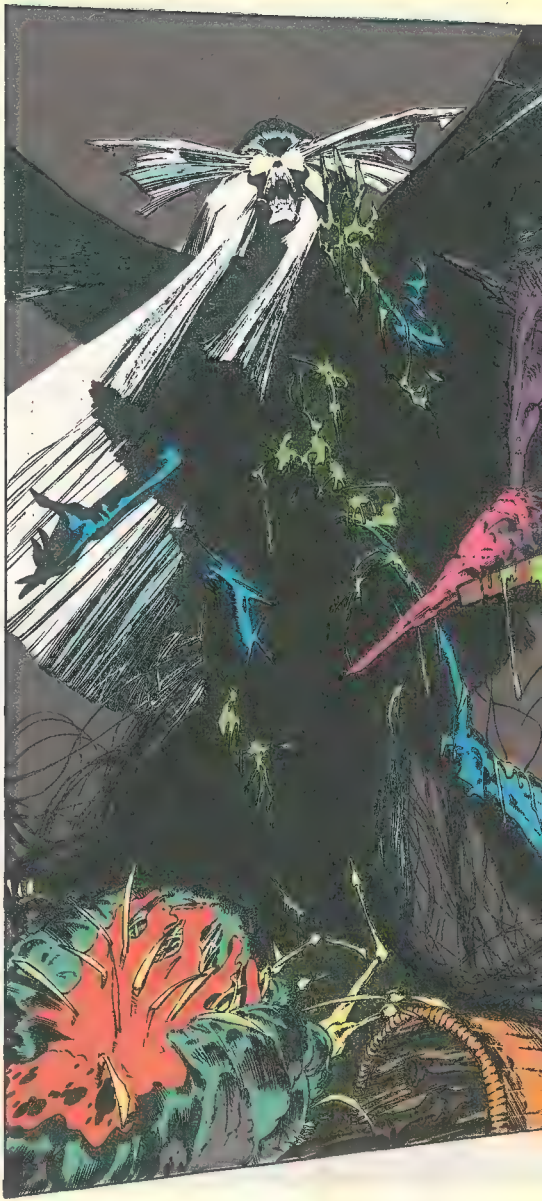
The fact that Fin is a gigantic, savage dragon is not as important to the sense of horror Steve intends to create as the fact that Fin represents an unstoppable, overwhelming force. "You can compare it to being mugged or raped; you can compare it to Hurricane Hugo or to the earthquake in San Francisco; you can compare it to anything that is a force outside your control and beyond reason."

But Fin represents even more than that. LEGION OF NIGHT reveals that Fin has the power to "dream awake," remaking the reality of the world through his own inhuman dreams. Through Fin Fang Foom Steve says he hopes to portray the concept that "reality is a lot more mutable than we tend to think of it. Everything is now very black very black and white, cut and dried, very unmysterious. I don't think reality really works that way. For all the religiosity around in the world, there's not a whole lot of appreciation of the mystery of existence. And that's what this series has to do with: that life and the universe are a lot more mysterious than we really think of them." And the Legion of Night must descend into Fin's dream world, his "Pleasure Palace" that is, in effect, a chilling vision of hell. "The difficult part about it was coming up with a vision of hell that I hadn't seen before," Steve reveals. "And I can't tell you how many notions of it I rejected before I came up with what's in the book. That was the single hardest sequence of the book to plot.

Ralph Macchio is very pleased with what Steve Has done on LEGION OF NIGHT. "Steve was one of those people I was most anxious to have come back to Marvel," reveals Ralph. Ralph contends that Steve was doing the kind of work in MAN-THING in the 1970s that has now become popular in today's horror-fantasy comics, and that Steve was exploring the absurdities of the super hero genre in HOWARD THE DUCK and DEFENDERS well over a decade before the semi-parodic super hero books of today. "There are some writers who fit right into their time and today when you see their work, it looks dated. But Gerber is fresh, because back then he was doing work that was way ahead. A Gerber story always had humanity in it, and some sort of dealing with the problems of people. He had a crazy, absurd vision of the world that today has become much more prevalent. And he's possibly the finest wordsmith there ever was in comics. It's just a pleasure to work with a guy who has so many ideas."

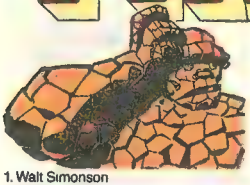
For Steve the horror genre is much more serious than a means of creating cheap macabre thrills. "Horror is something that does more than just grossing you out," he contends. "It worms its way into your psyche and touches very strange places that you don't even want to know are there." What effect would he like LEGION OF NIGHT to have on its readers? "I would like them to finish the book and go to sleep with a little tremble. I honestly want them to be scared just a little. I don't want to disrupt their lives, but I want them to look at the world just a little bit differently. I want to rekindle that sense of mystery about the world '

—Peter Sanderson



THE MANY FACES OF . . .

THE THING

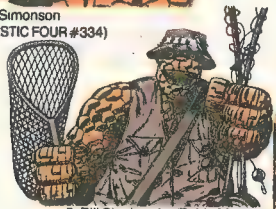


1. Walt Simonson (FANTASTIC FOUR #334)

2. Gil Kane/Frank Giacoia (FF #146)

3. John Romita/John Verpoorten (FF #103)

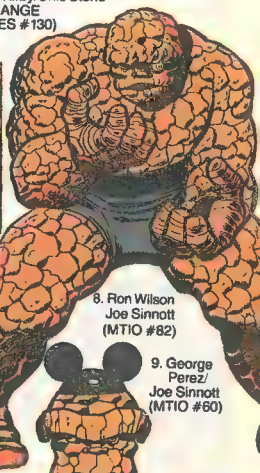
4. Sal Buscema (MARVEL TWO-IN- ONE #5)



5. Bill Sienkiewicz/Pablo Marcos (FF #222)

6. Keith Pollard/Joe Sinnott (FF #310)

7. Jack Kirby/Chic Stone (STRANGE TALES #130)



8. Ron Wilson Joe Sinnott (MTIO #82)

10. Jim Starlin (MTIO #6)

9. George Perez/ Joe Sinnott (MTIO #60)

Perhaps no other Marvel character has gone through as many bizarre physical transformations as the ever-lovin', blue-eyed Thing. Ol' Ben Grimm started off having a thick, dinosaur-like hide, and became more rock-like as time went on. He then went back to being lumpy, then back to stone again, and even developed scales at one point. Here then, we present some of the Thing's many different looks.

—Barry Dutter

11. Jack Kirby/Joe Sinnott (FF #45)

12. Rich Buckler/ Joe Sinnott (FF #162)

13. Jack Kirby/ Dick Ayers (FF #2)

14. John Byrne (FF #239)

15. John Buscema/ Joe Sinnott (FF #107)

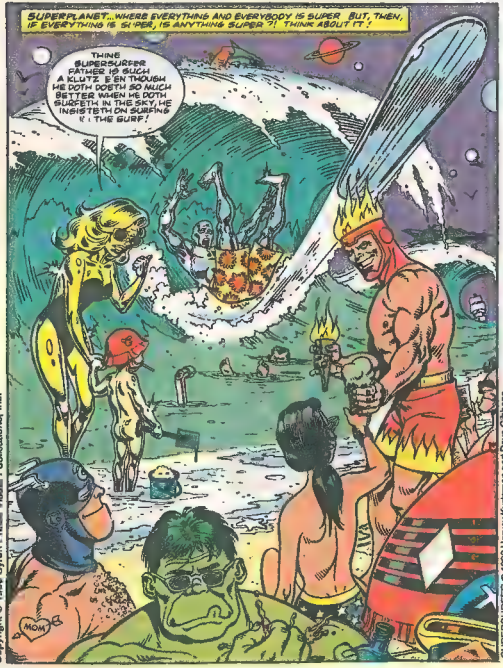
HARVEY KURTZMAN'S STRANGE ADVENTURES™

What do Sergio Aragonés, Dave Gibbons, Moebius, and Rick Geary have in common? Give up? Why, they're just a few of the top flight artists you'll find between the covers of HARVEY KURTZMAN'S STRANGE ADVENTURES. Harvey, one of the true pioneers of satire in comics, has come up with a batch of wacky new stories for an Epic graphic novel.

Over the course of its 80 pages, HARVEY KURTZMAN'S STRANGE ADVENTURES will introduce us to such off-the-wall characters as "Shmegeggi of the cavemen," "Super Surfer," and "A vampire named Mel." These new creations continue a tradition started by Harvey many moons ago.

Harvey got his start in comics by doing various action and humor jobs in the 1940's. After that, Harvey went to work for the legendary E.C. Comics (perhaps best known for their outstanding line of horror comics such as TALES FROM THE CRYPT in 1950. Just two years later, he created MAD magazine and the world of humor would never be the same! Harvey Kurtzman's bizarre wit paved the way for virtually every humor publication since. It's safe to say that both Marvel's classic NOT BRAND ECHH and the current smash WHAT THE . . . ?! carry on traditions started by Harvey.

Packaged by Byron Preiss Visuals and edited by Greg Wright, HARVEY KURTZMAN'S STRANGE ADVENTURES shows that he's not content to rest on his creative laurels. From the timeless


SUPERPLANET... WHERE EVERYTHING AND EVERYBODY IS SUPER BUT, THEN, IF EVERYTHING IS SUPER, IS ANYTHING SUPER ?! THINK ABOUT IT!
THINK SUPERSURFER FATHER IS SUCH A KLUTZ EVEN THOUGH HE DOTH DOETH SO MUCH BETTER WHEN HE DOTH SURFETH IN THE SKY, HE INSISTETH ON SURFING N' THE SURF!
MOM!

SUPERSURFER © 1990 Harvey Kurtzman and Dave Gibbons

Copyright © 1990 Byron Preiss Visual Publications, Inc.

HARVEY WAS A MENTOR TO ME DURING THIS PERIOD. HE GAVE ME LOTS OF ENCOURAGEMENT AND SOUND ADVICE ABOUT THE CARTOONING AND COMMERCIAL ART GAME AND COPING WITH THE WORLD IN GENERAL.
SHMEGE! WHATAYA DOING?? WHO EVER HEARD OF MAMA ON A CORN-BEEF SAN'WICH!! HOW GOYISH CAN U GET?!
HUH?

ODE TO HARVEY KURTZMAN © 1990 Robert Crumb

(parodie. of Lassie and Drums along the Mohawk) to the timely (The Silver Surfer and Halloween-ish monster flicks), no subject is safe from Harvey's pen.

In addition to the scripting, Harvey also did the layouts to each story. Sergio Aragonés, Rick Geary, et al, provided the finishes to his roughs (except for "Drums along the Shmohawk," which Harvey completed himself) and the results are stunning! As a bonus, underground comix legend R. (Fritz the Cat) Crumb submitted "Ode to Harvey Kurtzman," and graphics master Moebius contributed a frontispiece. All in all, a "can't miss" package!

HARVEY KURTZMAN'S STRANGE ADVENTURES. Just when you thought you had Marvel all figured out . . .

—John Anthony Wilcox

UGH-PTOOIE! I SUPPOSE THAT'S ANOTHER INVISION ON YOURS — PUTTING MOUTHS TOGETHER! SCHMEGEGGI
...SOME-TIMES I THINK YOU'RE JUST PLAIN KINKY!
PKH!

SCHMEGEGGI THE CAVEMAN © 1990 Harvey Kurtzman and William Stout

MARVEL® REVIEWERS

Before jumping right into this session of Marvel Reviewers, we must first make an apology for this rather untimely review of GUARDIANS OF THE GALAXY. You see an unexplained phenomenon caused a ripple in the time/space continuum, creating an alternate universe, where all reviews of comics are to be written on the inside of banana peels. Needless to say it got pretty messy around here. Not to mention the significant increase in accidents due to Marvel Bullpenners slipping on those peels. Sorry, guys!

Well, the good news is that harmony finally was restored to the cosmos and we were enventually able to obtain our reviews on good old regular paper, although a bit late. So to those of you who purchased GUARDIANS without the aid of your fellow marvelites we say, CONGRATULATIONS, FAITHFUL ONES! You have chosen well. And to the rest of you so-called "true believers," maybe the following words of wisdom will convince you . . .

Dear MARVEL AGE MAGAZINE,

GUARDIANS OF THE GALAXY was excellent! Jim Valentino and crew deserve congratulations for making another Marvel Milestone! The art was fantastic! It had touches of Rob Liefield and a little of Arthur Adams in it. The storyline looks promising. I think it interesting to find out what happened and who survived the past thousand years, just as long as you don't use this as the main concept. Jim does an excellent job introducing us to the characters, as few of us know much about them. All together this was an excellent comic. I look forward to buying it for many years.

Bill Colon
(Address withheld)

Dear MARVEL AGE MAGAZINE,

This book was enjoyable to read and should fit well in the ranks of Marvel's other titles. The only complaint I have is some of the background art was kind of sparse. Otherwise the artwork was more than adequate. The storyline held my interest, especially with the flashback sequences.

Pete Ayling
Box 4942
Huachuca City, AZ 85616

Dear Sir,

I am afraid my review of GUARDIANS OF THE GALAXY #1 is a bit mixed. The art was incredible. I have always enjoyed Jim Valentino's work, and this was no exception.

The story however is a different matter. What you have here is a great opportunity for a incredible book. But I find the characters to be uninteresting. Also, the battle scenes are a bit wordy.

With a little work, you could have a great book.

Jimmy Dale King
Route 1, Box 148-J
Rosenberg, TX 77471

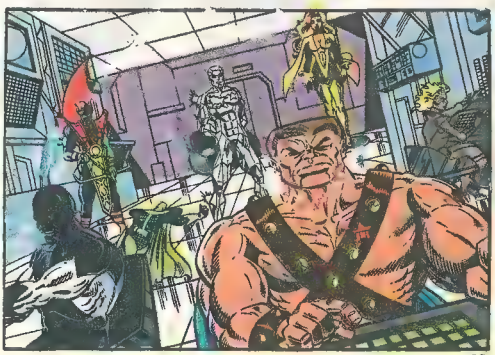
Dear Marvel,

I found GUARDIANS OF THE GALAXY to be well written and very action oriented. But I would like to see Aleta a bit more in the series this time around though. I believe that this will be one of the better titles released in the 90's.

James Grady Bishop
6 Kingswood Drive
Greenville, SC 29611

Well isn't that special! Ol' Jimbo Valentino should be quite proud to hear these comments from our Magnificent Minions of Marveldom! Most thought the art was very well done in executing both action and flashback sequences, while the storyline left others wanting more.

We hope you enjoyed this "belated" installment of Marvel Reviewers. And if you didn't know before, that GUARDIANS OF THE GALAXY is worth your while, you do now!



THE MARVEL® AGE OF COMICS 1982 PART ONE

How does a hero die? Comics fans are used to dramatic deaths, deaths out of cataclysm, explosion, lethal ray or gun blasts, the sort of deaths that seem synonymous with heroism. But what about the more mundane forms of mortality? Could a hero still die a hero's death, when the enemy is . . . cancer?

Jim Starlin answered that question resoundingly in the affirmative with perhaps the comics publishing event of 1982, the first Marvel Graphic Novel. THE DEATH OF CAPTAIN MARVEL told of the last days of Mar-Vell, the Kree warrior who defended our world and indeed our universe from ultimate destruction . . . only to pay the ultimate price. Wasting away in bed, he was paid tribute by his friends and, even more touchingly, by his enemies, teaching us all how a hero might go to his last reward.

This trail-blazing premiere inaugurated the series of Marvel Graphic Novels that continues to this day, presenting one-of-a-kind stories in a landmark format. Roy Thomas and P. Craig Russell created the next milestone, a hauntingly melancholy adaptation of the ELRIC adventure, THE DREAMING CITY.

Elric's battles were waged both without and within, as he dueled his evil cousin to rescue his lady, Cymoril, and as he battled his own dark nature and the bloodthirst of his sword, the implacable Stormbringer.

THE NEW MUTANTS premiered in another graphic novel as the year ended, under the guiding hands of Chris Claremont and Bob McLeod. Marveldom had been laying bets on which mutants would be included in the X-Men "farm team," but were surprised to discover that only one established character, the enigmatic Karma, was to be one of Professor X's new proteges. The rest of the team—Dani Moonstar, Sam Guthrie, Rahne Sinclair, and Roberto DaCosta—were unknown and untested. But their initial struggle against the omnipresent Hellfire Club would soon usher them into a career of adventures ranging from this universe to the next!

Perhaps the most significant Marvel Graphic Novel, however, was another Jim Starlin enterprise: DREADSTAR, which gave rise to a whole new line of comics! In the Graphic Novel, Starlin reintroduced Vanth Dreadstar, the anti-hero of his EPIC ILLUSTRATED serial, "Metamorphosis Odyssey." We discovered Vanth's tragic background; we savored his friendship with the last survivor of a planet, the catman called Oedi; and we encountered Vanth's mysterious mentor, Syzygy Darklock.

Along with the blind telepath, Willow, Dreadstar's team leapt into action against the intergalactic empire of the Lord High Papal, as they migrated from graphic novelhood into the first issue of a series title (appropriately enough) DREADSTAR . . . the initial release of the newly-formed Epic Comics!

The Epic line would take Marvel Comics into amazing new directions. As a line of creator-owned comics, under the overall guidance of editor Archie Goodwin, Epic represented a second publishing breakthrough for Marvel, beginning the third decade of the House of Ideas in brilliant style (I liked these books a lot, you may be realizing).

Meanwhile, in the magazine from which this new line of comics took its name, illustrated fantasy and science fiction continued to reign supreme. EPIC ILLUSTRATED presented Ken Steacy's adaptations of the gripping space fantasies of Harlan Ellison. . . new adventures in the Tolkienesque realm known as Weirdworld . . . and brutal, sensual sword-and-sorcery featuring the Chris Claremont and John Bolton creation, Marada and the She-Wolf.

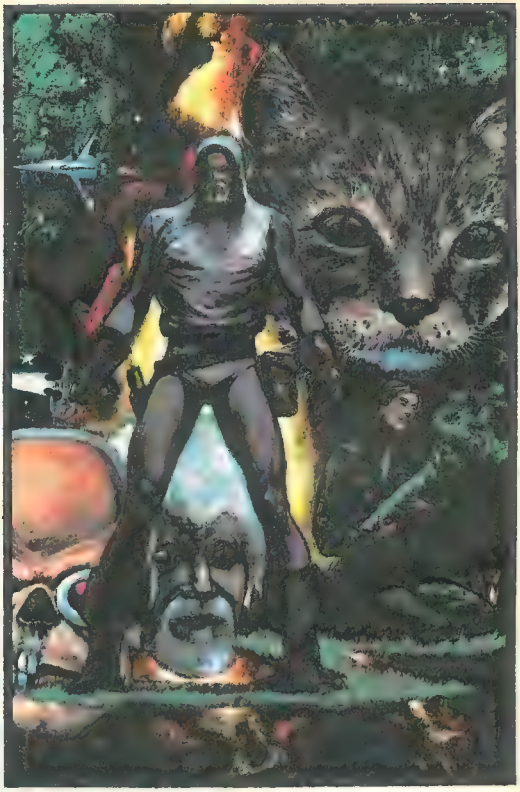
Other Marvel magazines stayed on their steady courses. BIZARRE ADVENTURES presented its macabre series of anthology tales, including the return of Bill Mantlo's SF star, Paradox, and a disturbing issue focusing on violence, its frequency, meaning, and appeal! In SAVAGE SWORD OF CONAN, the wandering Cimmerian continued his latter-day exploits in such baroque locales as the Temple of the Twelve-Eyed Thing, the Island of Pirates' Doom, and wherever else Hyborian adventure could be found.

On the other side of the coin, CRAZY MAGAZINE still waged its special war on sanity, aided by such silly superstars as Teen Hulk and Obnoxio the Clown, as well as

MARVEL® COMICS PRICE GUIDE

Okay, you can pop down to the video store and rent ANNIE, BLADE RUNNER, CONAN THE BARBARIAN or TIME BANDITS for two bucks or so—but did you ever consider saving even more money by simply picking up the back issues? Here's what the comics we covered this month will run you at your local comics specialty shop. Our source is Robert Overstreet's THE COMIC BOOK PRICE GUIDE #19. But remember, this is only a guide. Actual prices may vary, and should be lower for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ **ANNIE**			
1, 2		.25	.50
Tabloid Edition	.35	1.00	2.00
■ **BIZARRE ADVENTURES**			
29-33		.60	1.20
■ **BLADE RUNNER**			
1, 2		.30	.60
■ **CONAN THE BARBARIAN MOVIE SPECIAL**			
1, 2		.25	.50
■ **CRAZY MAGAZINE**			
81, 83-92		.30	.60
82 (Super Special X-Men on cover)	.30	.60	1.20
■ **DREADSTAR**			
1	.85	2.50	5.00
■ **EPIC ILLUSTRATED**			
9-14	.25	.75	1.50
■ **MARVEL AND DC PRESENT**			
1 (X-Men/New Teen Titans)	1.15	3.50	7.00
■ **MARVEL COMICS SUPER SPECIAL**			
21-23	.35	1.00	2.00
■ **MARVEL GRAPHIC NOVEL**			
1 (Capt. Marvel dies, 1st printing)	2.50	7.50	15.00
1 (2nd & 3rd printing)	1.00	3.00	6.00
2 (Elric)	1.35	4.00	8.00
3 (Dreadstar)	1.20	3.50	7.00
4 (New Mutants)	1.70	5.00	10.00
4 (2nd printing)	1.00	3.00	5.95
■ **SAVAGE SWORD OF CONAN**			
71-82	.25	.75	1.50
■ **STARLORD SPECIAL EDITION**			
1 (Byrne/Austin art)	.50	1.50	3.00
■ **TIME BANDITS**			
1		.50	1.00



parodies of everything from "Raiders of the Lost Ark" to the death of Phoenix (the heroine, not the city). And MARVEL COMICS SUPER SPECIAL released more comics adaptations of the major fantasy movies of the day, which were also published in regular comics format as two-issue mini-series: everything from the CONAN THE BARBARIAN MOVIE SPECIAL to BLADE RUNNER to (believe it or not) ANNIE!

Released in a one-shot comic, without an accompanying glossy SUPER SPECIAL version, was my own choice for fantasy film of the year, the irrepressible TIME BANDITS. And two more one-shots of 1982 deserve special mention—

The second issue of MARVEL AND DC PRESENTS was a Chris Claremont/Walt Simonson/Terry Austin extravaganza, published on Baxter stock in comic book format. And the honorees of this unique enterprise were none other than the X-Men and the New Teen Titans, teamed up against their respective bete noires, Dark Phoenix and Darkside! The use of the heavy-duty Baxter stock for comics had been pioneered just months earlier, with the STAR-LORD SPECIAL EDITION, a newly-colored reprint of Chris Claremont and John Byrne's best work on the unique SF hero.

With Baxter stock comics, with Epic Comics, with Graphic Novels, Marvel was taking 1982 by storm! But what about the heroes that made Marvel great? Next month we'll look at the adventures of your friendly neighborhood Spider-Man, everywhere he appeared in the Marvel Universe! Till then, keep your web-shooters loaded!

—Brian Nelson

NEW TALENT DEPARTMENT: Mac Myers

This month we showcase the pencils and inks of Mac Myers, of Ponte Vedra, Florida. Mac sent in a several page sequence of Iron Man battling Machinesmith and his robots. Mac came up with the story on his own.

We gave Mac's pages to Marvel editor Terry Kavanagh, to get an insider's perspective on Mac's work. Terry was kind enough to write up a critique, aided by his amiable assistant, Kelly Corvese. Here now, we present Terry's comments. Take it away, Terry!

•••

Mac shows some real promise here.

His storytelling, in many ways the most important aspect of a comic book artist's work, is quite strong. And the characters and backgrounds are consistent from panel to panel. Without even knowing what the plot is about, I'm able to easily follow the action and the story. Mac has a good sense of drama, but I'd like to see him vary his panel layouts a little more—trying the shots from different angles.

Mac's inking, while showing a lot of imagination with his special effects, could use some work. His attempts to separate the characters on different planes by using thicker lines in the foreground is on the right track, but the lines shouldn't have such a uniform weight.

Mac should practice his anatomical proportions—specifically, he sometimes renders his heads too small. With a better understanding of life drawing, his figures will have a freer feel to their movement.

The most important suggestion I have for Mac, and for all would-be Marvel artists, is to concentrate either on penciling or inking—one or the other. Preferably, penciling should be perfected first, as a good inker should be able to draw. From an editor's standpoint, it's very difficult to critique samples by an artist that he or she penciled and inked. When a problem area is found, it's hard to distinguish whether it's the pencils or the inks that aren't working. And a problem in the pencils tends to be magnified when inked by the same person. An editor prefers to see ink samples over someone else's pencils—preferably photocopies of a professional artist's pencils.

Good luck to all of you—we can always use the new talent!

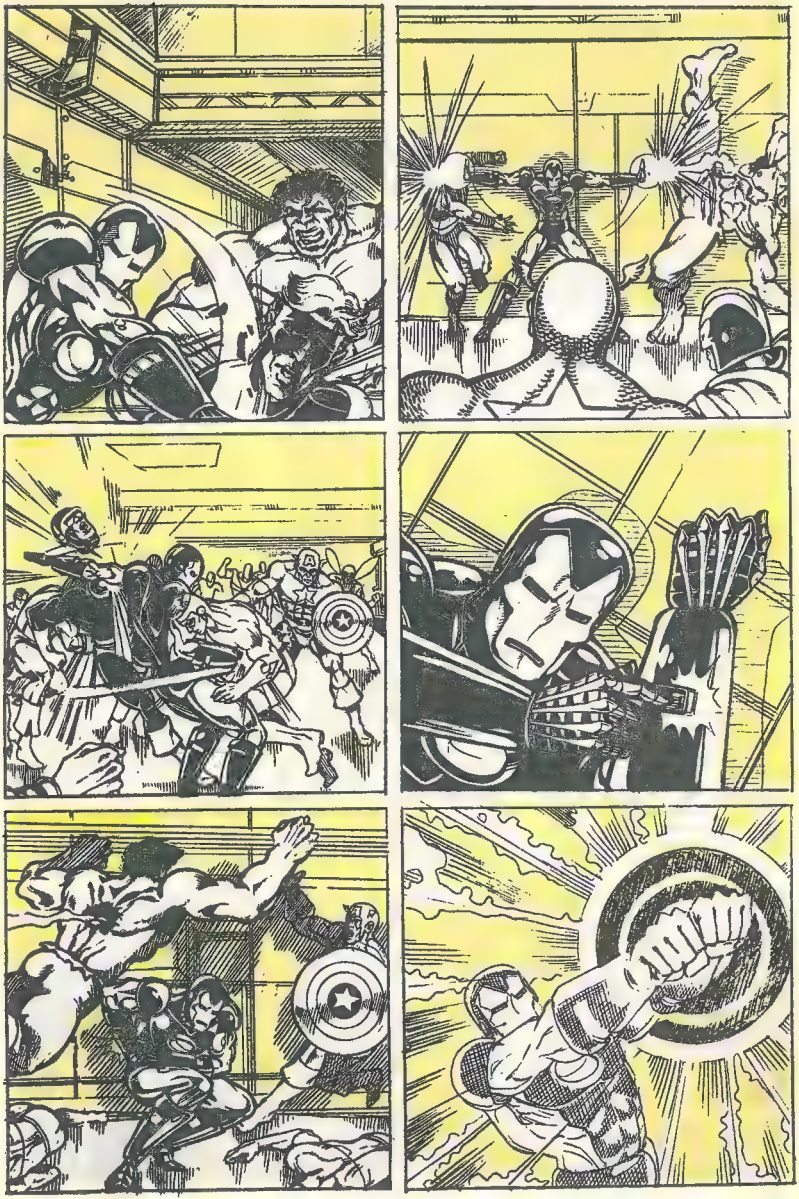
HOW TO SUBMIT YOUR ART WORK TO THE NEW TALENT DEPARTMENT

Thanks, Terry! We'd just like to add that anyone interested in seeing his/her work in these pages should send in 11" by 17" photocopies of several pages of continuity. Your pages should include Marvel characters both in and out of action. If you can't think of anything to draw on your own, send in a self-addressed, stamped envelope addressed to Submissions Editor, c/o Marvel. We'll be glad to send you a copy of a previously-used plot from one of our books.

If you're interested in inking, send us a large (11" x 17") envelope, care of our submissions editor. We'll send you photocopies of pencils from a Marvel mag for you to apply your own brush to.

Send your samples to:
NEW TALENT DEPARTMENT
c/o MARVEL AGE MAGAZINE
387 Park Avenue South
New York, NY 10016

Who knows? You may just find your work appearing right here in these pages!



LEAVE YOUR MESSAGE AT THE . . . BEEP

Send your letters to: MARVEL AGE MAGAZINE, c/o Marvel Comics, 387 Park Avenue South, New York, NY 10016

Attention correspondents:
All letters to be considered for publication must include your name and address though we will gladly withhold that info by request!

Hi. We're not home right now. But if you leave your name, postmark, and letter . . .

Oops, sorry. We were overcome for a minute by the notoriously nifty letter column title sent to us by scholarly Michael Kennedy of Brown University in Providence, RI. Thanks, Michael! Have your machine call our machine; we'll do lunch.

And on that upwardly mobile note, let's jump into this month's postal networking session, right after we remind everyone that we'll still need a sporty new title for this column every single month until the end of time. So send your ideas on in! If we use one of them, we'll even thank you right here in this space. And imagine how impressive that'll look on your resume!

Dear people who are reading this stoppily written letter,

A few days ago, I found your magazine in the racks of the Julian Drug Store. I'm glad to see it on newsstands and everywhere else. This is the best preview mag that I have ever seen.

I have a few questions:

1) When is THE GUARDIANS OF THE GALAXY coming out (because I already have a subscription to it)?

2) When are the other new series coming out? I already have ROBOCOP and NAMOR #1.

3) What is Speedball doing on the cover of issue #86?

Jared Hirsch
36341 Hwy. 78
Julian, CA 92036

Shucks, Jared. "The best preview mag"? You make us blush. And we bet it makes you feel pretty good to have your words grace these fine pages! In fact, so ecstatic were you to find your letter in this issue of MARVEL AGE MAGAZINE, that you probably didn't realize that all the titles in our Heroes for the 90's Sweepstakes are now available wherever Marvel Comics are sold. And in your case, Jared, GUARDIANS OF THE GALAXY, THE NEW WARRIORS, and SPIDER-MAN are at this moment, turning yellow with age in your mailbox! So go get'um! And don't miss one action-packed panel!

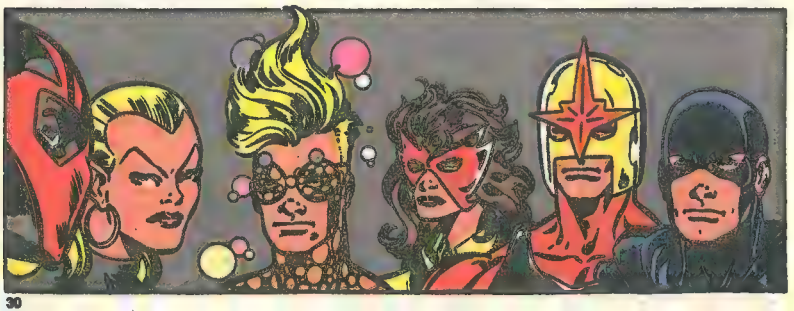
And that reminds us: We hope everyone took time to enter the Heroes for the 90's Sweepstakes. If you didn't, shame on you! Those of you who did enter, look for the winners in X-MEN #271.

Dear MARVEL AGE MAGAZINE,

I am writing because I recently noticed that a letter must include your name and address to be considered for publication. Why? I see no reason why an address must be included, even if you "withhold that info by request." Just give me a reason why.

Max Tragedy
1506 E. Greenway Dr.
Baton Rouge, LA 70815

Well, you see, Mr. Tragedy (sorry to hear about your name) although not part of our Marvel Correspondents section, occasionally we will print a letter that is so interesting, insightful, and just plain good, that fellow Marvelites around the globe may wish to respond. And so we feel it is our duty to provide these devout fans with this information. Of course, there are those of you who fear a proliferation of postal pollution (say that three times fast) cluttering up your mailbox. In that case we will gladly withhold your address upon request. If you are not in this category, we suggest you get a bigger mailbox.



Uh oh, there's that familiar yellow background again. And you know what that means: Either we've collided with a truckload of bananas, or it's time for another eminently erudite LETTER OF THE MONTH! (All right, who's the joker who was hoping for the bananas?) Just like every month, we've engaged on an epic quest through our mountains of mail to find a letter that we think will be of particular interest to Marveldom at large, and we've printed it against an eye-catching yellow background to make sure that it . . . well, that it catches your eye.

This issue's Letter of the Month not only raises an interesting point, but it also carries a postmark a little more exotic than most.

Dear Marvel Gang,

The dictators fell. We had a *really* peaceful revolution in East Germany five months ago. At the same time, the U.S. Army picked up guns to kill some drug pushers in Panama.

Something's awfully wrong in your books: It's the way you portray Germans. Yeah, Hitler and the Nazis are perfect villains, and Nazi Germany is a good background for people like Geist or the Red Skull. But I think the October Revolution made a point that even Mr. Claremont can't ignore— we're not a bunch of fascists anymore!

It's true that there are active Nazis again and it's true that they're quite successful in some areas. But on the other hand, the Republicans (as those new Nazis call themselves) are not too far away from Reagan politics and they don't represent all West Germans.

Don't get me wrong. I don't want to blame you guys for your former president or anything. But my name was in your Marvel Correspondents column and I got a lot of letters with questions like "Is it true that the Germans still kill Jews?" or "The Nazis are still ruling your country, eh?"

Our country has a pretty high unemployment rate and a whole lot of other problems. One of these problems is that 4–5% vote for the Republicans. But there are 95% normal folks over here who are not Nazis or Fascists. Don't you think it's time to bring on some good Germans? I think storylines like the Nazi stories in EXCALIBUR are senseless and dumb. Can't you get rid of all that stuff?

I'd like to see this letter printed on your letters page to give people something to think about. I'm also still open to letters from Marvel Zombies from all over the world.

If you print this letter, I'd like to send greetings to Arvin, Curtis, and Jo Fraser (okay, greetings to her brother, too). Thanks a whole lot.

Stefan Ernsting
Borcherdingstrasse 1 2820 Bremen 70
WEST GERMANY

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CAPTAIN AMERICA! HUMAN TORCH! SUB-MARINER! IN A FURY FILLED FIRST ISSUE!
IN THE BRIGHT DAYS OF WORLD WAR II, A FANTASTIC AND SUPERHUMAN BATTLE
HORDES OF HITLER!

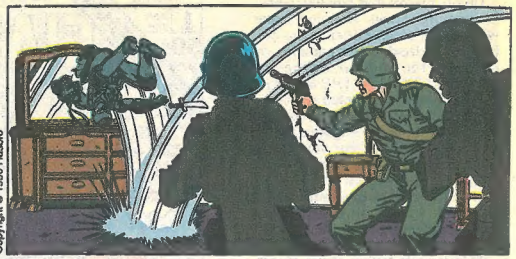
Hmm . . . It's difficult to know just how to answer your letter, Stefan. Even forty-five years later, World War II and the Holocaust are pretty sensitive subjects. A lot of people lost all or most of their families through the Holocaust. And when you consider that there are even a few misguided souls who claim that the whole thing never happened (kind of an odd claim, given that quite a few survivors are still around to tell the real story), well, it's a hard thing to forget about.

Still, though, you're absolutely right when you say that the Germany of today is a far cry from the Nazi Germany of years gone by. It's sad to think that there's still a minority of Germans who want to uphold the hate-ridden philosophy of the "Nazi ideal," but it's heartening to know that there are others, like you, who are a little more sensible about such things.

Of course, we at Marvel realize that not all Germans are Nazis, and it was never our intent to give you that impression. In fact, even *during* World War II, Marvel (or Timely, as it was called back then) tried to make that point. In one story, for example, the Nazi-smashing Captain America remarked to his pal Bucky, "I've found German-American people to be very nice"—a pretty progressive attitude for 1941! With regard to modern-day comics, you point to the recent Nazi storyline in EXCALIBUR, but what about one of the *stars* of EXCALIBUR, Kurt Wagner, a.k.a. Nightcrawler? Kurt's German heritage certainly hasn't stopped him from being one of the most sensitive and sympathetic heroes in the Marvel Universe. Yes, there have been plenty of Nazi villains in Marvel Comics over the years. But there have been good and heroic German characters, too, ranging from longtime Howler/S.H.I.E.L.D agent Eric Koenig to a West German hero named Blitzkrieg who's popped up a time or two.

Oh, and incidentally, we'd bet that your modern-day Nazis' philosophies are closer to those of our own lunatic fringe hate groups, such as the Neo-Nazis or the Ku Klux Klan, than they are to Ronald Reagan's. We may not always have agreed with the man, but we wouldn't call him a Nazi.

And while we're on an international note . . .



Dear Sirs,

I am writing to you as an Airman in the U.S. Air Force, stationed at Clark Air Force Base in the Philippine Islands.

A few weeks before departing the U.S., I picked up issue #85 of MARVEL AGE MAGAZINE. I wish to correct you on something that was printed in the Mark's Remarks column. Mark Gruenwald had written that "in the Philippines, G.I. JOE is the only Marvel to be had."

This is not true. Not even close.

I have seen, in Manila, current issues of X-MEN, CAPTAIN AMERICA, THOR, GROO, DOCTOR STRANGE, SILVER SURFER, X-FACTOR, WOLVERINE, FANTASTIC FOUR, and even occasionally a PUNISHER WAR JOURNAL.

I'm sure that a lot of these are the result of black market activities, because we have all of these here on the base. Ironically, G.I. JOE is hard to find off-base.

So I thought I'd write you a note to set the records straight.

Amn. Paul E. Kane
087-54-6992
PSC #3, Box 16034
A.P.O. San Francisco 96432

Well, Paul, we've checked in with the folks over in our international licensing division, and it looks like the final word is that you and Mark are *both* right! It sounds like the comics you've been seeing are American editions of Marvel titles that have been exported and sold overseas (at places like your base). But what Mark was talking about was how Marvel works with publishers in foreign countries so that the publishers can publish Marvel stories in their own languages (which is how, for instance, the adventures of Spider-Man get published as EL HOMBRE ARANA in Mexico or SPINDELMANNEN in Scandinavian countries). And according to Mindy Fisch, who handles all of our contracts with foreign publishers, the folks in the Philippines have indeed only been publishing G.I. JOE (although more recently, they've licensed the rights to the ever-amazing Spider-Man as well).

See? It's all part of our vast plan for world domin . . . um, we mean for bringing nations together in friendship and brotherhood.

And speaking of our little scheme, let's all say "Howdy" to another gaggle of MARVEL CORRESPONDENTS, those groovy guys and gals from around the globe who are looking for new friends by mail . . . or at least letters from them. Just think, by writing to one or two of our friendly correspondents, you're not only helping to bring the world closer together, but you're also keeping your local postal workers employed and helping to feed their families! Not bad for a stamp, eh?

ANSWERS TO MARVEL® TRIVIA QUIZ

1. C	5. B	9. A
2. C	6. B	10. B
3. C	7. A	11. C
4. B	8. A	12. D

MARVEL® CORRESPONDENTS

If you'd like to be listed in this space, simply send your name, address, age, and the titles of your three favorite Marvel Comics to Marvel Correspondents at the address atop this letter column. Aw, g'wan—it's fun!

Chris Dedes
2 Doiranis Str.
546 39 Thessaloniki
Greece
Age: 15
Favorite: CAPTAIN AMERICA

Stella Dedes
2 Doiranis Str.
346 39 Thessaloniki
Greece
Age: 13
Favorite: CAPTAIN AMERICA

Chip Fitzenrider
Rt. #1, Box 203
Bryan, OH 43506
Age: 16
Favorites: WOLVERINE, X-MEN, EXCALIBUR

Khairul Hezry
No. 1 Jalan 20/4
Paramount Garden
46300 Petaling Jaya
Selangor
West Malaysia
Age: 16
Favorites: AMAZING SPIDER-MAN, GROO, G.I. JOE

Eric Stevens
1575 E. 174th Street
Bronx, NY 10472
Age: 19
Favorites: AMAZING SPIDER-MAN, HULK, CAPTAIN AMERICA

Eric Rich
Hearthwood Apt. J-4
McMinnville, TN 37110
Age: 12
Favorites: AVENGERS, WHAT IF?, WEB OF SPIDER-MAN

Chas Naylor
5717 Cornerstone
Garland, TX 75043
Age: 12
Favorites: WOLVERINE, X-MEN, AMAZING SPIDER-MAN

Marc Silverman
8 Sunnymeade Court
Potomac, MD 20854
Favorites: AVENGERS WEST COAST, SPIDER-MAN, CAPTAIN AMERICA

Andy Stephen
129-04 Hook Creek Blvd.
Rosedale LI, NY 11422
Age: 13
Favorites: WOLVERINE, X-MEN, CLASSIC X-MEN and anything with WOLVERINE or ROGUE.

Michael Lawson Quander
3708 Suitland Road S.E.
Washington, DC 20020
Age: 22
Favorites: All MUTANT titles, All SPIDER-MAN titles, EAST and WEST COAST AVENGERS.

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THE 1990 MARVEL AGE® CALENDAR

JULY

WRITERS: CHRIS ELIOPOLOUS AND BARRY DUTTER
ARTIST: RON ZALME
COLORIST: R. WITTERSTAETTER

DAY
WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
HAPPY 4th OF JULY!
...AND REMEMBER, IT'S ONLY 36 DAYS 'TIL MY MOVIE COMES OUT!
JOHN BYRNE'S B-DAY!
I CAN'T GET THE CANDLES LIT!
YESTERDAY WAS ERIC FEIN'S B-DAY!
I DON'T LOOK LIKE THIS!
5
7
WAS
EDITOR,
NAGH'S
OOH!
ARCH!
EUGH!
TODAY IS RON ZALME'S BIRTHDAY!
WHO?
11
12
HAVE A LUCKY BIRTHDAY, TOM PALMER!
13
IT'S MIKE ESPOSITO'S B-DAY!
I MADE YOU A CAKE!
14
17
THANOS AS A CHILD
NOW, THANOS DEAR, DON'T CRUSH PLANETS IN THE HOUSE!
HEE HEE
18
19
20
21 DR. OCTOPUS'S GARDEN...
NTASTIC
24
LET'S WISH A HAPPY BIRTHDAY TO PRODUCTION'S OWN GEORGE ROBERTS.
GEORGE! GEORGE!
25
26 IT'S NEW MUTANTS INKER [illegible] CANDELARIO'S BIRTHDAY!
WHAT HAPPENED TO THE OLD MUTANTS?!
27
23 IT'S INKER IAN AKIN'S B-DAY!
♪ GREEN AKIN'S IS THE PLACE TO BE... ♪
OOT!
OOT!
SHADDUP! I'M TRYIN' TA SLEEP!
NEW LANGUAGE: FORBUSH-SPEAK.
YOU'RE REALLY FORBUSHING ME, DUDE!
AW, YOU'RE JUST A BIG FORBUSH!
MAN, SHE COULD FORBUSH LIKE NOBODY'S BUSINESS!
DON'T FORBUSH OUT ON ME, DUDE!
LIKE, TOTALLY FORBUSH!